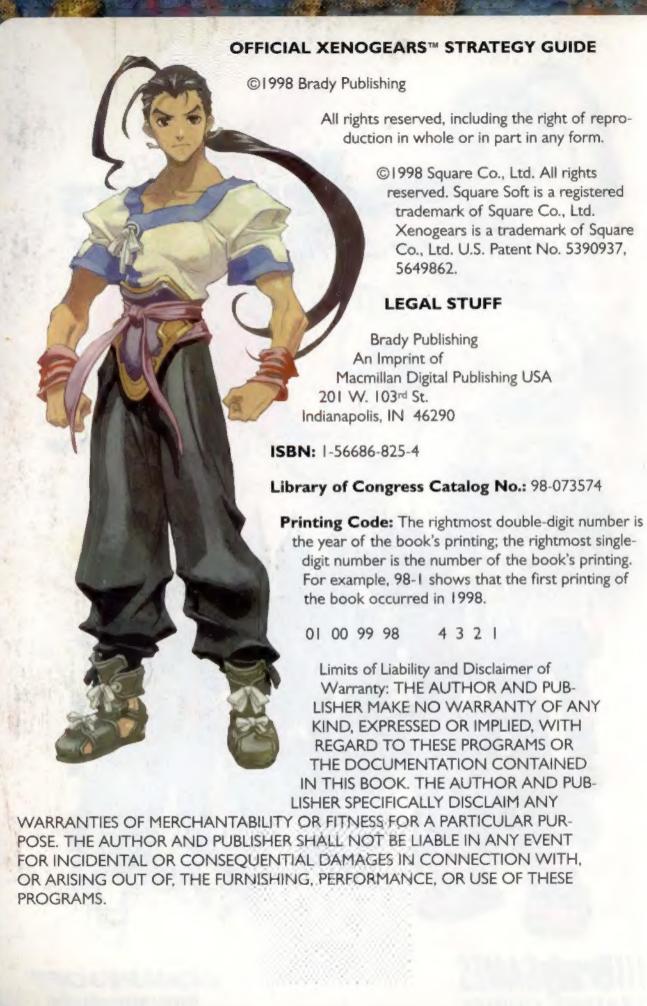


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Author Acknowledgment, and Dedication

All the great folks at BradyGAMES, whose faith in me has always been remarkably unfettered. Special thanks to Debra McBride, Acquisitions Editor, for giving me the project, Lynn Zingraf, Publisher, Leigh Davis, Editor-in-Chief, David Cassady, my Development Editor, Tim Cox, the Project Editor, and Michael Owen, Screenshot Editor.

For Fuff, always there...

BradyGAMES would like to extend a heartfelt "thank you" to everyone at Squaresoft. In particular, we would like to thank Rick Thompson and Fernando Bustamante. Without your help, this book would not have been possible. We would also like to thank Kenji Mimura, Kyoko Yamashita, Keiko Kato and Jun Iwasaki for their continued support.

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Game Basics

This section provides helpful hints for boosting levels, exploring, preparing for combat, winning battles, managing your inventory, and saving games. Consider these hints a jump-start into the adventure. Many more detailed strategies appear throughout the walkthrough.

General Tips

•Things change. What was once a thriving town may be piles of rubble on a return visit. A character with nothing important to say may suddenly become chatty a bit farther down the road.

 Master the Big Jump. Practice in Lahan Village and on the Mountain Path.

•Riding around in some vehicles avoids enemy encounters. However, you must fight enemies in order to obtain experience points so that you can increase character levels, skills, and ability levels.

 After a crucial story event, retrace your steps and seek new information from those with whom you've talked to previously.

- There's money to be made in Ignas, but early in the game you should be frugal.
- Examine signs and anything else that appears readable.

Saving Games

- Save your game more rather than less, and sooner rather than later.
- •Save your game after completing a particularly difficult or tricky portion of the game.
- Save your game right before large monetary outlays for weapons, armor, and accessories, or an outstanding rise in character, skill, and ability levels.



- •Save when the party is about to enter a new major game area, or any game location that has previously proved impassable.
- •Save right after the fascinating, but lengthy, opening scene. This ensures that if you perform badly right from the start, you can load a saved game and begin play without viewing all of the opening scenes.
- •Save your game position right in the middle of a dangerous section (usually indoors), where **Memory Cubes** are few and far between.

Items

•Early on, before healing abilities are earned, carry lots of **Aquasols** to heal Hit Points, and **Zetasols** to revive a fallen companion during battle.

 Stock up on and equip **Guard** items that prevent enemies from inflicting status ailments on your party members, such as **Sleep**.

- The very second you acquire a character-stat enhancing Drive, equip it.
- Hoard all items won, found, or retrieved. You never know when an item might come in handy!
- Place commonly used items at the top of the Item screen.

Weapons and Armor

Equip any new weapons, armor, or accessories right away.
 Check your inventory occasionally to make sure you haven't overlooked a powerful new piece of equipment.

•When Gold (G) is scarce early in the game, purchase equipment only for your main adventuring party, Fei, and two others. Later, when other playable characters have surfaced and you have an abundance of Gold, purchase items more freely.

•The very best armor is not necessarily the one to equip. All armor has **Melee Fight Defense** and **Ether Defense** ratings; keep these ratings in mind. If, for example, an upcoming area features encounters with enemies using Ethers, re-equip with armor of a high Ether Defense rating.

Heed the environment. If an upcoming area features encounters with enemies using fire skills on the party, re-equip with armor that has fire protective properties, and refrain from unleashing fire-based skills or abilities, as such abilities will only serve to heal your enemies.



Skills and Abilities

- •Skills are best learned by practicing exact button combos. Check the Status menu on the Main Menu under Skills to see which skills are close to being achieved.
- •Abilities are gained as you increase in character level. Some abilities are not earned until you reach levels in excess of 70. (NOTE: You don't need to achieve such a lofty level to complete the adventure!)
- •Today's capabilities are tomorrow's failures. If a certain skill or ability no longer seems to make a dent in the enemies, consider putting it out to pasture.
- •Although some Gear abilities have the identical name as character abilities, the effect usually is different.

Winning Battles

Before you gird your armor, draw your sword, and plunge into battle, you may want to think about what you're about to do. Some folks call this tactics or strategy. Whatever you call it, thinking ahead is always a smart plan, and the following tips might help you do just that.

General Strategy

- Shrewd preparation for combat is a must, including wise party choices and the best weapons, armor, and accessories.
- Only combat survivors receive Experience Points and Gold.
- Shoot for skills and abilities that attack all enemies in one turn, rather than just one at a time.
- Escaping from battles constantly delays the party's progress, because no Experience Points, Gold, or treasures are gained after a successful escape.
- Assume enemies will attack on your very next step.
- Characters with high agility suffer extended time between combat turns.



- •Study the Enemy Scouting Reports to note what to expect in the way of reward and battle tips against all enemies.
- •Always take a full party of three along for the ride, usually Fei and two others. There's no sense giving the enemies any advantage.
- •When a single hero quests alone, equip weapons, armor, accessories, and items that permit effective attack, defense, healing, and curing various status effects.
- . Combo Combo Combo!
- •The difference between a victory and defeat could easily be a single increase in experience level for just one member of the party.
- •Watch the damage total indicator when attacking enemies. If the numbers are green, your melee or other attack is healing the enemy! If the damage total is 0 (zero), try another type of attack.
- •At times, a good defense is the best offense. Resist the urge to pummel enemies in combat, but if you ignore the hero's healing and defense needs, the enemies will have the advantage. In a combat where you're clearly dominating, though, feel free to smash away. Characters with high agility are good choices to use protective skills and/or abilities.
- •Assume the enemies have an arsenal of tricks at least as big as that of the heroes—if not bigger!
- •Pinpoint the healing enemies, if any, and destroy them first.
- An enemy can damage the party whether it has one Hit Point or tens of thousands of Hit Points remaining.
 Continue to pound away at a targeted enemy until it is defeated.
- All status ailments, including Sleep and Confusion, vanish when the combat ends.
- Weapons, armor, accessories, and items are widely available. When you enter a new town, always check shops for affordable equipment upgrades, as well as protective and healing items. Retrieve everything you can get your hands on. Sell weaker and duplicate equipment for Gold.
- •Many enemies slump when within an inch of their lives. When this happens, release a Deathblow and finish off the foe!



Character Tactics

- •Never, ever confront an enemy Gear when your characters are out of their Gears. If trapped, use your first turn to **Call Gear**.
- •Except for safe havens like towns and Memory Cubes, enemies attack the party randomly and without warning. There are also many predetermined encounters with high-level Bosses and game villains, usually occurring at pivotal points in the game.
- •Enemies love to face-off against weaponless, defenseless heroes. Make sure all characters who can equip weapons do so, and that armor and accessories are the best in your inventory.
- •Keep careful tabs on your **Ether Points**. Even with the greatest abilities in the world, without the points to set them in motion, the abilities become useless. Stock up on **Rosesols** to refill Ether Points.

Gear Tactics

- •Look for opportunities to confront enemies in normal form. From time to time, check whether the **Get ON—Get OFF** your Gear is a feasible option.
- •Without Fuel, a Gear is powerless. Regularly conserve and monitor Fuel. Activate the **Booster**, a real Fuel guzzler, to increase the time between combat turns sparingly.
- •The higher the Gear's Attack Level, the greater the damage caused against the enemies.
- •The only way to replenish Gear Hit Points during combat is to equip and use a **Frame HP**. The only way to replenish fuel is to call up the **Charge command**.
- •Call Gear is not available before Gears appear or in certain areas where Gears are forbidden.
- •To achieve **Hyper Mode (Attack Level Infinity)**, you must first reach Attack Level 3 during a battle. This gives you a probability of reaching it.

 For example, if a Gear loses 70% of its HP during a battle, then you divide that percentage by 10, and then multiply that number by 5 (which is a constant variable in this equation).

This would translate to:

$$5 \times \frac{70}{10} = 35\%$$

This means that in this example, the Gear has a 35% chance of achieving Hyper Mode on its next turn. Remember that this probability depends on the percentage of Hit Points lost during a battle, and also the number of times a Gear attacks or gets attacked.

Boosting Levels

- Any place close to a Memory Cube is perfect for building experience. Wander around near the Memory Cube, fight a few battles, heal up, and then save. Repeat this procedure over and over, especially on the World Map, where every step serves as a Memory Cube.
- •Scout game areas where enemies that pay big dividends are located. Return as often as necessary when you need to raise character levels.
- •In the walkthrough, look for specific advice on those areas that greatly reward the party.



Characters

Playable Characters

Fei Fong Wong





One dark and stormy night in Ignas' Lahan Village just three years ago, Fei was delivered into the care of Chief Lee by a mysterious stranger. A well-liked, respected painter, his peaceful world is shattered just moments after the adventure starts. From that point forward, memory losses and disturbing flashbacks plague Fei.

With the help of trusty companions, Fei embarks on a noble crusade against repulsive villains. Along the way, allies become enemies and enemies become allies. Before the quest is over, Fei makes many remarkable discoveries, as doubts about his past and current mission are resolved.

Except for a brief period, Fei is the focal point of the whole story, and always leads the party. A martial artist extraordinaire, Fei is one tough cookie in a fight.

Fei has three Gears at his disposal, each more powerful than the last: Weltall, Weltall-2, and Xenogears.

Elhaym Van Houten (Elly)





Elly is in the Sacred Empire of Solaris' military, the Gebler Force, assigned to help Aveh in its war against Kislev. Assigned to Ignas to carry out the Solarian plan for domination (mainly by spying), she first holds up Fei at gunpoint. After that, Elly suffers a wrenching internal conflict: To help Fei or not?

How this is settled relates to the heart of the quest.

Elly is a competent fighter, and uses deadly rods to maim her enemies.

Her sole Gear is the mighty **Vierge**.

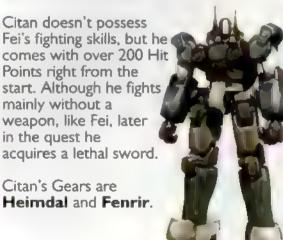


Citan Uzuki





Citan is Lahan's doctor, philosopher, and resident inventor. Citan becomes Fei's mentor and guardian angel; however, Citan seems to come from suspicious origins, perhaps even Solaris. Solaris is the avowed enemy and would-be-conqueror of Fei's home continent, Ignas. Citan occupies a sprawling complex high atop a mountain north of Lahan.



Bartholomew Fatima (Bart)





Bart's something of a brash, spoiled blowhard, but he has a heart of gold. His father ruled Aveh from Fatima Castle, but was ousted by Shakhan and killed. As next-in-line for the throne and as Captain of the Yggdrasil (a Sand Cruiser pirate ship), Bart takes the responsibility for restoring peace and order to Aveh's new ruler-tyrant, Shakhan, and ending the frightful armed conflict between his home country and Kislev. His cousin, Marguerite, a luminary in the Ethos Institution, is Shakhan's prisoner.

A terrific fighter, Bart wields lethal whips. Many of these whips cause special status ailments on some enemies. Like some of the other playable characters, Bart first despises and fights Fei, and then, once mutual interest dictates it, joins him.

Bart's Gears are **Brigandier** and **Andvari**.



Billy Lee Black





Billy hangs out at the Ethos Institution, which preserves culture and excavates equipment from ancient ruins, especially huge, humanoid mechanisms called **Gears**.

He turned to a life of religious calm after several tragic childhood events. His father, Jessie, deserted Billy, his sister, Primera, and their mother. Worse yet, his mother died a gruesome death at the hands of some phantoms called Wels. Billy takes up the cause with Fei and Bart.

Billy is the resident gunslinger in the pack and is the only character able to equip and fire guns. The bigger the gun, the better!

Billy's Gear is **Renmazuo**.

Ricardo Banderas (Rico)





A real brute and a mutant born of horrible genetic experiments, Rico is dethroned by Fei as the "Champ" in Kislev's famous Battling Arena. He seems rough around the edges, but has a tragic past because he's a mutant. Swallowing his pride, Rico connects with Fei to right the world's wrongs.



Maria Balthasar





Ol' Man Bal's granddaughter and Nikolai's daughter, Maria packs little punch in a fight. But watch out for her when she's at the controls of **Seibzehn**, a massive Gear with power to spare. You first meet Maria at the top of the Tower of Babel. Her father defected to Solaris, and her grandfa-

ther, Ol' Man Bal, preserves the world's fossils in the Stalactite Cave.

Maria's Gear is **Seibzehn**.



Emeralda Kasim





Emeralda is one unusual character, with a body that substitutes for a weapon with deadly results. Watch her various extremities turn into weapons of destruction. She plays a very important role in the quest towards the end.

Her sole Gear is Crescens.

*The level at which Emeralda enters your party depends upon the level of the characters currently in your party. The level listed here may differ from what you receive.

Chu-Chu





The only character without a Gear, Chu-Chu can grow to humongous size during battles. Attacking enemies by stomping on them for serious damage, Chu-Chu's lack of a Gear is trivial. Most of its body assaults enemies, depending on the attack chosen. Although fairly weak initially, Chu-Chu is accepted by the party because she is Marguerite's pet.

Remarkable Friends and Villains

Study these faces, and memorize them. All are important people in the quest. When they show up, things invariably happen, and fast!

From left to right, top to bottom:

Fei, Bart, Billy,
Citan, Sigurd
Krelian, Elly,
Marguerite, Maria,
Emeralda
Chu-Chu, Rico,
Khan, Roni, Grahf
Ramsus, Jessie,
Maison, Queen
Zephyr, Primera.







Prologue Terror in the Sky 10,000 Years Ago

A gigantic colony ship carrying the last of mankind's hope, was bound for a new place to settle. They had left a greatly overpopulated home world and the future of the entire society was in their hands. At some point in the voyage a foreign organism invaded, and then severely crippled the colony ship's major operating systems. Normal readouts became complete gibberish.



Officers and crew worked diligently to bring the ship back to normal, but could not effect repairs. As one system after another went off line, the Captain, mindful of the mission's secre cy, activated the self-destruct sequence. It took little time, and the colony ship plunged at several thousand miles per hour into a remote area of Ignas. Remarkably, a mysterious woman emerges from the smashed ruins at the breathtaking end of this event-filled day.

The Premonition

Lahan is a peaceful village, unaffected by its closeness to the border of two warring Ignas countries, the southern desert kingdom of Aveh and the Kisley Empire to the north. The war has

lasted hundreds of years. The new Gears found by the Ethos Institution and excavated by both countries completely changed the way combat was fought. Hand-to-hand combat was practically forgotten.

Fei has a frightening premonition about the massive destruction brought upon Lahan Village, his adopted hometown, by Gears of awesome power.



The Present

After the frightful premonition passes, Fei is first seen painting watercolors in his adoptive grandfather's house, the village head honcho, Chief Lee.

From this point on, the story bubbles over with intrigue, treachery, moral conflicts, friends becoming enemies, enemies becoming friends, schizophrenia, and the inescapable clash between great good and odious evil. Prepare to experience a world full of twists and turns, variety, and surprise.

ZENOGAIS?

in Final Fantally VII, the here, Cloud Strife, suffers dreadful injuries. Recuperating in Mideel Cloud begins mumbling the word "Zenogais" Pronounce this phonetically and, eureka "Xenogears!"

GAME WINNING TIP

The adventure should be winnable if all characters achieve at least Level 65

Walkthrough

follow the exact trail through the adventure, and leave no stone unturned. For your reference, each area of the walkthrough is preceded by the following:

Suggested Level Recommended char-

acter level necessary for survival in the area.

Goal

Basic objective to be achieved.

Likely victims on the road to victory.

Items found lying around or hidden.

Services

Detailed display of any/all shops, or other services available, including rest stops.



Lahan Village

Suggested Level:

Goal:

Explore town; head for Citan Uzuki's mountaintop home.

(Outside Lahan):

Hobgob Hopper Lil' Kobold

200G Fei's bed

Aquasol (x2) Barrels in Fei's house (downstairs)

Spider Web Fei's house

(downstairs)

Aquasol Woman in center

of town Aquasol (x2)

Old man behind Fei's house

Eyeball lump into well

Aquasol S lump into well

Power Ring Jump into well

RPS Badge Win the Rock, Paper, Scissors game 5 times in a row

120G

Old woman downstairs in RPS house

Bald man in Village Consultant's house

Mermaid's Tear

Speak to drunk in tavern and choose third option

Rest

Fei's bed (Free)

General Store

Aquasol	20G
Rosesol	100G
Omegasol	50G
Survival Tent	150G



Once you control Fei, search the other rooms downstairs. Make sure you speak with the Maid and pick up the two Aguasols in the barrels. You will learn that a mysterious character brought Fei to town on a dark and stormy night just three years ago.



FEI'S ARTWORK

Admire Fei's stylish brushstrokes up close and person all fust press the X button in front of each painting.



WALK AND TALK

When Full engages in Conversation, the dialogue plays out. To speed things up, Fei can, in some instances, plan and fulfill his next goal by leaving the talker's side. All the while, the dialogue continues undisturbed until its natural end. Don't walk too far away though; if you do, the conversation will abruptly end-



Head upstairs where **Chief Lee**, Fei's adoptive grandfather discusses the impending nuptials of **Timothy** and the winsome **Alice**, both good friends of Fei. Talk to everyone. Fei's history, before his arrival in Lahan, is a complete blank. Timothy then asks Fei to check on Alice.

TOWN TIPS

Just because a location is not in the walkthrough doesn't meen it's insignificant. Visit the Village Consultant's house for a primer on the game, and a Memory Cube for saving the game, or stop by the Rock, Paper, Sciseors house for a same of change, or pick up some gossip in the local savern

When you attempt to leave, **Dan** (Alice's brother) stops Fei. Now leave the house and speak with him. Whether Fei agrees with Dan's plan or not, the story will progress.





Why not get in some jumping practice? Circle to the back of Fei's house and jump the ledges to the roof. Then proceed to the house with the **Windmill**. Speak with the woman "guard," and enter **Alice's House** after she moves.

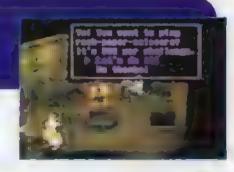
FIRST BATTLES

Eat through the town's southern ead. On the World Map, right and defeat the enemy creatures enough to raise Fei to Level S, where Fei can begin learning Deathblow Skills. Also, the Lil' Kobolds and Hoppers carry armor upgrades. Save your game every chance you get when fighting outdoors.

ROCK, PAPER, SCISSORS

With Fe's stast of just over 400G, at 50G in pop, postpone this game until your money belt is fuller

Go upstairs and speak with Alice. She asks Fei to journey to the home of Citan Uzuki (the village doctor). Leave the safe haven of Lahan and head out of town to the north.



SHOP TALK

Many shops have more semir their appear will this selection a cheek Using the D-pad, scroll/down the list to reveal other available items.

Mountain Path

Suggested Level:

Goal:

Advance to Citan's home.

Hobgob jackal Hopper Aquasol (x 2)
Treasure chests
120G
Spider
In a tree
Bird's Egg
In a tree

GREENHORN

Fee begins the adventure at Level 1, with just 50 Hit Points, a meager 10 Ether Points, and a modest Defense rating of 15. Things will get better!



Straight ahead is a Memory Cube. Follow the white signpost's directions to the doctor's house. Concentrate on the wide-angle screen scene to pinpoint exactly where you're headed.

DANGER DANGER

Navigating this territory marks the lirst time for leaves tahan, a town that always provide safety against enemy encounters. Enemy attacks begin in earnest. Because you're not on the World Map, the Memory Cube near the Mountain Path's

entrance is the only piece to save your game in this area. If you find that the enemies in this area are constantly draining your Hit Points, pop back into fown to heal





Approach the switchback ramp leading up. At the top, you learn how to perform a **Big Jump** from the little boy.

EXPLORE, EXPLORE, EXPLORE

Many places contain nooks and crannies with treasures galore off the beaten path. Explore these areas as long as you're surviving combats and are close to Memory Cubes or places to heal. For example, you would have missed the Aquasol and Bird's Egg had you gone straight to Citan's house.



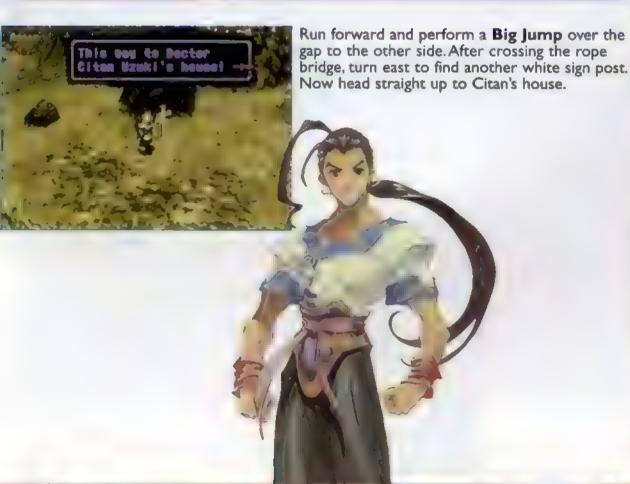
BIRD'S EGG BLUES

The bird takes exception to your taking its egg, and hounds you until you reach Citan's house. Each time you refuse to surrender the egg, the bird takes away I Hit Point Hold onto the egg.



ALIGNING AND MAKING JUMPS

start the jump from one of the four cardinal directions. By doing so, you won't have to start the jump from a difficult angle requiring the awkward pressing of two keyped buttom on the D-pad at once. Consider anchoring the D-pad on your leg one solid object for steediness in making these jumps.



Citan Uzuki's House

Suggested Level:

5

Goal:

Bond with Citan.



Aquasol

2nd floor closet

120G

Chimney adjacent to observatory

Birdseed

On rock outside Citan's house

Midori's Ring

Flowerbed outside Citan's house



Citan's domain includes a colossal home, topped by a powerful observatory, and a strange crab-like contraption on top of a storeroom in the back.

Enter Citan's house and greet his family. After exiting the house, examine the flowerbeds outside the house to find Midori's Ring. Also, check out the boulder for some Birdseed. Climb the winding steps to the top for a beautiful view and some items. Head for the storeroom in back.



What's This?

Read the back of the sign in front of Citamy house as lind a poorly written slam on the good doctor





As you approach the storeroom door, Citan invites Fei inside. Face the music box (which was dug up at the excavation ruins) in the center of the room, and press the X button to activate it. At this point, Fei leaves the storeroom. The music box irreparably shatters into a thousand pieces in front of Citan. By the way, Midori

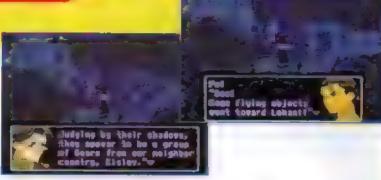
never asks for her ring back...

When Fei's journey back to Lahan reaches the far side of the bridge, Fei spots flying Gears heading to Lahan. Once Citan appears, follow him into Lahan. Use the Memory Cube to save your progress just before you re-enter Lahan.

Lanan Revisited

Enemies: Mushka MK100 (x2)





The town is up in flames and the citizens are in a panic as hostile **Gears** attack. When things get out-of-hand, Fei leaps into a Gear, **Weltall**, despite Citan's warning that Gear combat would destroy the town.







Fei's Gear has a whopping 1800 Hit Points, while the two Mushka MK 100's have less than 200. When you join the battle, Fei gets a brief primer on Gear combat.







the Blackmoon Forest.

Fei follows Citan's suggestion to leave for the desert town, Dazil, on the other side of

The toll on the village and its people is staggering. Fei is confronted by the survivors, in particular Dan.





MOVIES AND CUTSCENES

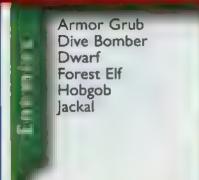
These tinemetics appear during important moments of the story. The fact that you have no control during these interludes doesn't lessen their importance. By paying close attention, you will discover the quest's continuing storyline, and even-vital clues as to your next moves. The reappearance of the compass signals the return of control to your

Blackmoon Forest

Suggested Level:

Goal:

Wind your way through the forest to the desert.



Aquasol

1st area, Bag on log

Aguasol

2nd area, Bag on ground

Survival Tent

2nd area. Treasure chest

Scales

Rankar Dragon (Boss)

Arcane Rod

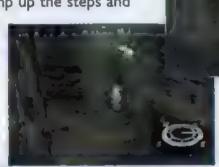
2nd area, Treasure chest



Standing outside of destroyed Lahan, walk to the west and enter the **Blackmoon Forest**. At first, this place looks extremely confusing. Watch your Hit Points, because enemies attack frequently and the first Memory Cube isn't within immediate reach. No honor is lost if Fei retreats or flees from encounters that overwhelm him.

Once in the forest, go straight ahead and then go to the south. Climb onto the large rock in front of stone steps (a good test of Fei's jumping skill), and jump up the steps and

onto a log. At the other end of the log, walk off it and take the first path to the right edging along the wall. Fei will reach a log with a Hobgob and a large boulder blocking progress to the northwest.



LONGER ROUTE

Head to the right, and hang a left at the limit log. That Hobgob you saw earlier is now sitting at the base of a tree. Pursue it by jumping up the tree's branches to the top. You'll come across a Memory Cube—I of 2 in the forest—during the process. From the Memory Cube, go forward until you see a fallen log with another Hobgob and a huge boulden.

ATTACK POINTS

By now, Fee should have 4 Attack Points (AP) for battles, soon to reach a maximum of 7. Each attack point increases the chances for success in combat. Fel can hit harden conserve the Attack Points during ongoing battles to use combon.

ENEMY ALERT

As the stairs and monatur in tough and easily exceeds our heroes everall strength. At the heroes progress, they can return to parlier areas for instant victories.

You must fight the Hobgobs to free the boulder and clear the path to the next area. After winning, quickly jump to the left off the log to avoid getting hit by the large boulder. As an alternative, you can continually walk/run directly at the boulder, but the boulder slowly drains five HP from Fei each time it hits him, but it can't knock Fei below one HP or kill him. After the boulder rolls by, jump back onto the log and proceed to the west.







Up ahead, a Mysterious Woman appears, and angrily points a gun at Fei.

UNFINISHED COMBOS

Don't get alarmed if combou don't seem to finish. If one of the compenence of the combo

Walk off the end of the log and then head south with your new party member to a white signpost that reads, "Path up, Beware of Cliffs." Proceed to the east up two ramps to another signpost. This sign indicates the path to Lahan Village (to the left) and Aveh (to the right).



DID YOU FORGET SOMETHING?

Want a better weapon for Elly? At the cliff warning sign, process south so the gap. Don't make a jump; instead, head to the west and make a really Big Jump to the ledge in front of Fei, with a treasure chest.

Head southwest (hugging the wall) to another Hobgob. Perform a Big Jump over the gap to find a Treasure Chest and a Memory Cube. Now proceed across the stone bridge to the west.

HANDLING BOSSES

Prepare for your area of roughly 70 rights against Bosses, Bosses appear at pivotal points and each Boss must be conquered to advance through the story. Consult the "Enemy Scouring Reports" that follow for additional help:



When Elly scouts ahead, Fei responds to her screams for help. As Fei rushes to the southwest, he encounters...



TRANSPORTS

In the beginning, the party must walk around the World Map. As the quest advances, new and amazing transports become available. These unachines enable access to many new and hard-to-reach locations.



Citan is a welcome addition to the party, with his 200 Hit Points, plenty of Ether Points, and the cure spell, **Sazanami**. Follow the pathway to the west to exit the Blackmoon Forest into the desert.

Dazil lies straight ahead. For now, avoid heading deeper into the desert.

OUTDOORS AT LAST!

you happen so head off this western edge of the map, you'll get deposited on the eastern edge. You won't have to worry about this feature until you have access to vehicles that can traverse the entire World Map.

Desert Village of Dazil

Suggested Level:

Goal:

Obtain a Sand Buggy for desert travel.



(Outside Dazil):

Hobgob Lil' Kobold Sand Man Sand Shark



Citan wants to take Fei to the Ethos Workshop at the far end of town.





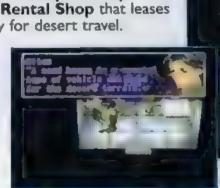
None Rest 10G Town Bar Weapon Shop 50G Magical Rod 100G Arcane Rod 60G Leather Whip Martial Wear 50G 80G Fencing Wear 30G Martial Cap Fencing Cap 40G 200G **Power Ring** 150G Stamina Ring Item Store 20G Aquasol Rosesol 100G 10G **Physisol** 20G Mentsol

Survival Tent

150G

Explore to your heart's content. There's the Treasure Hunter Association, Aveh Army's Dazil Guard Station, a Weapon Shop, and the Tavern. Enter the Rental Shop that leases Sand Buggies, necessary for desert travel.

However, no buggies are available. Take some time to further explore (if you wish), or head for the Ethos Workshop.





SAFE HAVENS

Monsters never attack in towns, on Memory Cubes or Character Change Icons, when motionless, or when the game is paused.

Remember these safe havens, and flock to them to heal and raise levels before exploring further.

At the upper level of town, Fei and Citan view an Aveh excavation site. Enter the Ethos Workshop (across from the Workshop Administration building) next to the Gear Shop with a Memory Cube. Speak with both people inside.





While on a town bridge, Fei informs Citan why he's hesitant to ever climb back into his Gear. Now return to the Rental Shop, find a Sand Buggy located outside, and rent it. (Free rental!)

After Citan leaves, exit the Rental Shop, mop up any unfinished business, and depart from Dazil.



After Citan, Across the Desert

Suggested Level:

Goal:

Reach the Aveh transport.







Now that Citan's gone, Fei is alone so save your game now! After leaving Dazil, wander to the west into the desert until you eatch sight of two Gears headed off in the opposite direction. Follow as closely as possible, because soon you will enter a new desert area. Continue in that direction until a huge object appears overhead. (The World Map is not usable in this section of the desert, and no Memory Cubes exist.)

TROUBLE DEFEATING ORDINARY ENEMIES?

Devise winning strategies to handle even the toughest minion monster by consulting the "Enemy Scouting Reports." In this section, you'll find complete details on all the enemies Information and strategies for defeating the toughest foes, the Bosses, are found in the walkthrough.

Afterwards, you see some more Gears to chase. The next event occurs regardless if Fei gets lost: The arrival of four motorcycles. Fei "borrows" a motorcycle and gets surrounded by two Troopers.





Luckily for Fei, Citan appears yet again—in Weltall—and handles half the Troopers. Fei then climbs into Weltall for an easy battle. No combos are allowed yet, just use normal attacks.

EQUIPMENT TRADEOFFS

When equipping a shiny new item, look carefully at what it does to your character or Geer statistics. That new accessory may enhance a stat, while at the same time reduce another.

BOOSTER TIPS

Booster increases the rate of the Gears combat turns, which is especially important in big Boss battles. There is one disadvantage: It depletes a portion of Fuel per turn.

After the battle, Grahf (Man in Black) tests Fei by summoning a monster.









HP:

200

EXP:

0

Treasure:

GOLD:

Eyeball

Attacks:

Counter Slurp (Absorb 60 Fuel)





ESCAPING FROM BOSSES

There's absolutely, positively no encape from a boos backle

When Wyrm bites the dust, Fei and Citan must surrender. Both end up in a tiny cell on an Aveh Sand Cruiser.



Aveh Sand Cruiser

Suggested Level:

Goal: Escape Aveh Transport. Aveh Soldier Aveh Corporal Rosesol
Chest in cell block
Survival Tent
Chest in cell block
Leather Vest
Chest in boiler
room
Extra Ar + I
Chest in boiler
room



Meanwhile, Bart (soon to be a fellow party member) and his right-hand men, Sigurd and Maison, on the Sand Cruiser, **Yggdrasil**, launch a violent attack against the Aveh Sand Cruiser.



It's been quite a while since your last save, so



TO SAVE OR NOT TO SAVE

The transport contains many dangerous areas, and lots of combats will precede your eventual escape. If you save the game at a Memory Cube, don't replace the last "safe" position.

Once the door opens, rush out to the corridor. Sand pours into the area at an alarming rate. The easiest way out is to run down the corridor (to the west outside the cell door), and down a ladder. For a more difficult venture, head to the east outside the door and up the ladder. For an even greater challenge, try collecting the two treasures in the area while still escaping in time.







PLAYING IN THE SAND

If Fei and Citan wait too long to escape, it's curtains for them. The only way to nevigate through the sand is to run (press the

button while using the D-pad). If you head to the left, you can stop the flow of sand by pushing a button beside the doorways passed.



By exiting to the right and going up the ladder, you skip the **Boiler Room** and Fei and Citan get dropped into a **Warehouse** area. If you choose the Boiler Room route, excellent jumping skills are required plus there are two nice equipment upgrades.

The Boiler Room features a series of elevated catwalks. After panning around the room, you'll notice an exit ladder high up in the northeast corner. Then head for a pedestal, topped by a boiler with ladders on both sides. You must act quickly in this area, because the fires caused by Bart's attack spread, and certain catwalk panels fall. Once this happens, you'll have to jump over the gaps to make it to the exit.

Any encounters here are against Aveh Soldiers. During encounters, expect Fei and Citan each to lose 20-35 Hit Points from occasional Engine Room fires. Be sure to heal between battles or the fires are sure to put a quick end to your quest.

The Warehouse is easy to navigate and exit. From the Memory Cube, turn to the right, hug the walls around to the opposite corner, and climb the ladder outside.





Outside, you need to move up the **Crane**, and enter Weltall at the other end. If Fei falls, get back up quickly and proceed. (You can rotate the view to get behind Fei.)







HP:

800

EXP:

600

GOLD:

500

Treasure:

None

Attacks:

Wild Smile (Accuracy and Evade Down), and Chain Whip











Stalactite Cave (First Section)

Suggested Level:

Goal:

Reach the surface, and join up with Bart on the Yggdrasil.



Sand Man Tin Robo Nomad Fix Bot May Fly Medusoid Robo



Fei and Citan emerge in an underground cavern, the risky **Stalactite Cave**. At this point of the adventure, Bart joins Fei.





When the camera pans you'll notice a large boulder blocking an archway. Push it by examining it.

Gold Nugget
Chest in 2nd cave

Iron GWhip Chest in 4th cave

Balthasar's Gear and Item Shop

Gear Shop

Fuel

Engine

G6-1200 1200G

Frames

WELT-02100 400G WELT-02500 800G HEIM-03200 1800G

BRIG-02200 500G BRIG-02700 900G

Armor

MS 6 500G

Weapons

None

Parts

Extra Ar + I 50G

Item Shop

Aquasol 20G Rosesol 100G Omegasol 50G Survival Tent 150G

THANK YOU, NOMAD ...

It's too early in the adventure to have your Gear equipped with a Frame HP to restore Gear Hit Points. One foe, the Normad Repair Bot, hits weakly but every other ourn entropy restores Hit Points to our herges.

Proceed to the south, and pick up the **Gold Nugget**. Swing to the west and go through another arch to a long trail. There's only one way to go here. If you cross under two large logs spanning the trail, you're heading the correct way.



PUMP UP THE FUEL

Pay attention to your Gears Fuel. Using Charge will additional amounts. You may need to perform a lot of charging. The best time to Charge is when you've climinated all but one of a group of Sandmen They'll only deal out one point of damage with each hit, while you slowly refuel. Happily in this section of this autil Balthaser restores you Gears Hit Points and Fuel.





Now head over a stone bridge to a Gear standing at an intersection. Head in the direction it tells Fei to go (south), into the **Terrace Stones**.

Jump over the stones to the south, use the Memory Cube, and enter the hole in the wall.





Ol' Man Bal has some fascinating tales to tell. When he finishes, he asks the party to help lower an immense barrier just outside. You can only open the barrier by disengaging two **Sand Sensors**. After doing so, he opens up your first Gear Shop. It's time to upgrade! As a bonus, he also sells you a few items.



BUFFED GEARS

With these upgrades, your available Fuel and Geer I-lit Points rise steadily.

GEAR ESSENTIALS

When upgrading Gears, keep the following in mind:

Replenishing Fuel is dire cheap.

Engines determine the Gear's Fuel amount

Frames determine the Gear's Hit Point total:

When upgrading a trade-in it always given on the Gear's status screen. (The same goes for apprading character equipment)

If you upgrade to a new frame, refill Fuel to reach the Gear's new level

Return to the intersection, and speak with the Gear to pinpoint the location of the Sensors. The locations are on top of the ledge to the north/northwest of the intersection (very close), and the end of a bridge reached only from the northwest side of the Terrace Stones (very far).

Follow the path to the west, at which point Fei passes the Sensor overhead. Keep going and then jump on the stone ledge. Perform a Big Jump over the chasm to reach the Waterfall Grotto Sand Sensor. Face it and press the X button to disengage it. Retrieve the Iron GWhip for Bart by spinning around and jumping to the next ledge.







Return to the Terrace Stones, and jump onto the northwest passage near the Memory Cube. Follow this pathway back to the cave's start. (Remember, Fei will pass under two tree trunks.) After heading under an archway, head due west over a stone bridge to find the Great Hall Sand Sensor. Disengage it.

After retracing Fei's steps back to Balthasar, he lowers the barrier. Then, after servicing your

Gears, Balthasar makes a shocking revelation and boots you out. Don't bother returning-he's flown the coop.



Stalactite Cave (2nd Section)

Plunge through the open barrier. Go south and stop next to the small gondola. Exit your Gears (use the handy L2/R2 but ton twosome) and enter the gondola.



Extra Armor Is Good for Gears

By now, defeating enemies in the cave should have surned decent armor upgrades for the two Gears. Almost every enemy Gear in the cave gives up some type of armor when defeated. Remember to equip your Gears with the new linds.

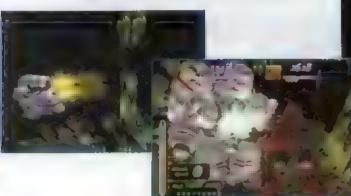


Leave the gondola and walk over to a huge Power Generator. Stand in front of the red panel light. Press the **X** button to turn the power on, converting the light to green.

Experience Galore

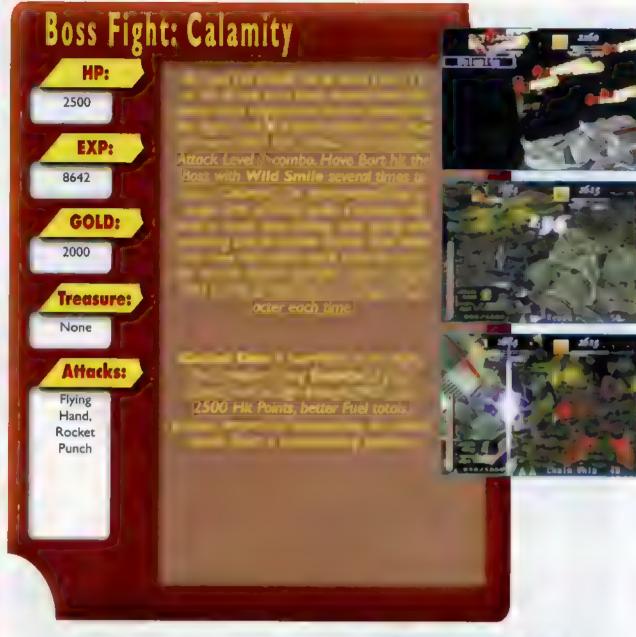
The Stalectics Cave is a wonderful location to build experience, skills, and abilities. Always be on the lookout for the Nomad Repair Bot for healing

Climb into the gondola for the trip back to the other side. Mount the Gears, walk west and climb on the elevator. Face the lighted control panel and press **X** to descend. Walk to the south and drop down to the lowest level of the excavation area. Jump up the other side to the Memory Cube. (A tough Boss is looming.)



Wells up apper the clayptor year the

Walk up onto the elevator near the Memory Cube, face the control panel and press X to descend. The exit is right ahead! At the bottom, you will see a giant flying Gear. The terrifying Boss then disappears. Continue forward towards the broken bridge, and then...



With the battle won, wind around the eastern path, then jump onto the bridge to exit the cave.





Sand Cruiser Yggdrasil (Pirate Ship)

Suggested Level:

Goal:

Return with Bart to the pirates' desert lair (Bart's Lair).





The scene shifts to the **Yggdrasil**. Bart's advisors, Maison and Sigurd, introduce Fei to Bart.

In this huge hangar, view the Gears up close by entering their paddocks from the rear, or browse at the Gear Shop, a prime spot for Gear upgrades. Whenever you return to the Yggdrasil, and Fei will many times, Sigurd will always mention when the Gear Shop has received an excellent supply of new equipment. Your final battle from the Stalactite Cave has left your Gears depleted of Fuel and HP, so tune-up to upgrade Weltall and Brigandier.

Gear Shop Switching

what Geer Shop, soggling the LI and RI buttons switches what Geer you want serviced or upgraded

Hot Tunes

On the bridge, talk to Franz at the controls in the south corner The sounds that are played are random. Enjoy None

Rest Free

> Gear Shop Fuel Engine

Z9-1500 1800G

Frame

WELT-03000 1400G

Armor

MS 9 1500G

Weapons

Iron GWhip 1600G Snapper GWhip 2000G

Parts

Resp Circuit 2500G Def Circuit 2500G 250G C Circuit Magnetic Coat 4000G Lens Cover 2500G 5000G Engine Guard 3000G Tank Guard Ar Repairer 4000G Motion Guard 4000G

Item Shop

ILCIII GII	OP
Aquasol	20G
Aquasol S	100G
Rosesol	100G
Rosesol S	300G
Zetasol	100G
Physisol	10G
Mentsol	20G
White Star	500G
Brown Star	500G
Red Star	500G
Blue Star	500G
Hard Star	800G
Speed Star	1000G
Ómegasol	50G
Survival Tent	150G

Weapons/ Accessories

Power Ring 200G Stamina Ring 150G Speed Ring 1200G Guardian Ring 2000G



The Hall of the Yggdrasil is behind the only guarded outside door in the hangar. Rest for free in the living quarters down this hallway.



The second door to the right is the medical clinic. At the end of the hall is the Gun Room, where Maison sells items and accessories. One of the two Memory Cubes on the Yggdrasil is located here; the other is on the Bridge. Down the circular staircase are residences and the Engine Room.

Home Base Cruising Tip

Wander around this vessel. The Yggdrasii is the heroes new home base. If you become familiar with its Jayout now, you'll save a lot of wasted time in the future.

Bridge Level

Bridge

Ladder to Deck (Accessible when the Yggdrasil is at rest)

Down Elevator

Level 2

Up Elevator

Marguerite (Appears later)

Gun Room

Engine Room

Rest Area

Clinic

Level 3 Circular Staircase

Gear Hangar Entrance

Gear Shop

Gears

Level 3

Level 2 Circular Staircase

Bedrooms

Engine Room



Can You Hear the Quiet?

The Yggdraell is a great elemple of a non-cown safe haven. No enemies can breach its hull Lower your enxiety. Rest, heal, and upgrade your characters and Gears!



Take the elevator up to the Bridge. Enter the Bridge through a door marked by a steering wheel emblem. Speak to Sigurd, and the Yggdrasil, on autopilot, heads for Bart's Lair.

Bart's Lair

Boost Level:

20

Goal:

Survive your first multiple Boss encounters, and proceed to the capital of Aveh.



(Outside Aveh):

Neo Tin Robo Sand Man Trooper Spear Trooper Sand Shark



Once the Yggdrasil has docked, follow Maison and Citan into the Dining Hall. Maison explains a lot about the scoundrel Shakhan and the imprisoned Mother Marguerite of Nisan (Bart's cousin), and owner of one half of the Fatima Jasper (Bart has the other half).



After Citan and Bart leave, why not make a quick stop downstairs to a full-service shop? Exit the Dining Hall, then head east across the catwalk, then go north up the stairs and go through the doorway to the east to reunite with Bart and Citan in the Planning Room.



fr | No to salt

After this meeting, Fei will see wo children ride the elevator lown to the Dock. Head outh down the stairs and enter Bart's Room. Take the ron Whip from the treasure thest. When you try to leave, you will automatically hide as Bart enters, and then leaves.



Iron Whip

Rest

Man in Brown in Residential Area

Item Shop

Aquasol	20G
Aquasol S	100G
Rosesol	100G
Rosesol S	300G
Zetasol	100G
Physisol	10G
Mentsol	20G
White Star	500G
Brown Star	500G
Red Star	500G
Blue Star	500G
Hard Star	800G
Speed Star	1000G
Omegasol	50G
Survival Tent	150G

Accessory Shop

Power Ring	200G
Stamina Ring	150G
Speed Ring	1200G
Guardian Ring	2000G

Gear Shop

Fuel

Engine

Frame

WELT-02500 800G

HEIM-03200 1800G

BRIG-02700 900G

Armor

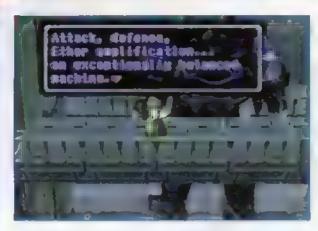
MS 7.5	10000

Weapons

Iron GWhip	1600G
Parts	
Resp Circuit	2500G

2500G
2500G
250G
4000G
2500G
5000G
3000G
4000G
4000G

Bosses.



Leave Bart's room and examine the elevator's green-lit control panel by pressing **X** to descend to the Dock. At the bottom, walk south onto the Yggdrasil's deck and speak with Bart. Leave the deck and pass through the first elevator onto the catwalk. Follow the catwalk until you reach a second elevator. Take it down to the hangar.

The Gear Hangar has huge paddocks in separate locations for each Gear. In Weltall's paddock, jump from the small platform to reach the catwalk. Obtain Weltall's status from the technician dressed in brown.

Return to the elevator next to the deck of the Yggdrasil and ride it to the top. Walk north and enter the Residential Area. Speak with the man next to the bed and the door and select the option "Alright." Next, select the option "I'm okay" and Fei will rest in the Residential Area.

Deep in the night, the Lair comes under attack by five enemy Gears. Controlling Fei, leave the Residential Area, and descend by elevator to the Deck. You'll automatically begin the first of five consecutive battles against the



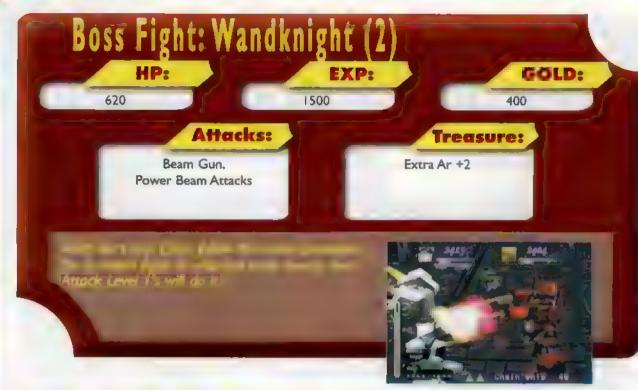
Multiple Boss Encounter

As if fighting one Boss weren't tough enough, this is the first of the quest's serious encounters. You'll face more than one Boss in succession without the chance to heal; save, or re-equip between battles. You can use your Gears' Ether Machine Attacks if Fuel is running low.













Maison reminds everyone that Margie needs to be rescued from Aveh. Return to the Yggdrasil's Deck and Bridge. Speak with Sigurd and he'll turn the controls over to Fei.

Yggdrasil Controls

- LI and RI rotate the view
- Up moves ship forward
- Down turns ship around, and moves forward
- Left turns ship to the left, and moves forward
- Right turns ship to the right, and moves forward
- Disembarks the party onto the World Map
- X Reboards the party from the World Map
- Displays the Bridge
- Speak with Sigurd to reacquire control

World Map Changes

Observe how the World Map now has added new locations due to your trayels, namely Bart's Lair and Biodavik in Aven. Before you're done, the World Map will be cluttered with locations, and even change almost entirely.

Pilot the Yggdrasil to a castle southeast at the yellow dot on the World Map. (Return to Dazil, if you want, by steering to the east end of the continent.) Exit the Yggdrasil, and walk into Bledavik (Aveh).

Bledavik (Aveh)

Suggested Level: 23

Goal:

Find and enter the Underground Waterway, Fatima Castle, and a very special Tournament.

None

H&S Badge (Hide and Seek Badge) Find the hiding boy four times in the town to obtain the badge.

Gear Shop

Fuel

Engine 1200G

G6-1200

Frame

WELT-02500 800G HEIM-03200 1800G BRIG-02700 900G

Armor

MS 7.5 1000G

Weapons

Iron GWhip 1600G

Parts

2500G Resp Circuit Def Circuit 2500G C Circuit 250G Magnetic Coat 4000G Lens Cover 2500G Engine Guard 5000G Tank Guard 3000G Ar Repairer 4000G Motion Guard 4000G

Weapon Shop

Magical Rod 50G Arcane Rod 100G Iron Whip 120G WhippaSnappa 280G

Armor Shop

Leather Vest 150G Leather Hat 80G Power Ring 200G Speed Ring 1200G

Item Shop

Aquasol 20G Rosesol 100G Zetasol 100G Physisol 10G Mentsol 20G Omegasol 50G Survival Tent 150G

Buyer's Shop (Sell Only)

Fang 150G Eyeball 300G Scales 600G

Street Merchants

Radish 10~8G Ariberry 10~8G Elfanana 10~8G

Restaurant (Restore HP/MP)

Something Delicious 300G Something Cheap 90G Something Fast 210G

SOUTH SHAKHAN SQUARE

Drink Booth

Durian Juice 10G Nisan Water 10G Aveh Beer 10G Bartweiser Lite 50G

Cake Shop

Spiced Cake 20G Icy Cake 30G

Toy Shop

Toy Gun 80G Minigear 120G

Fortune Teller

Fortune 50G





Once you enter the Town Map, you'll be introduced to the adventure's three primary villains—Kahran Ramsus, Shakhan, and Miang, Ramsus and Miang confront Marguerite in the tower.





The first stop in Aveh is South and North Bledavik. Expect to spend some time backtracking. The very first thing to do is to talk to the woman in blue at the top of the steps. A festival and tournament are under way. Heed her advice. Sample the wares and meet the street vendors.

Go to the Hotel and meet a Nun from Nisan. Before you proceed upstairs to the Nun's room, save your game at the

Memory Cube, Climb the stairs and enter the far right door on the walkway. Speak with the Nun again. She asks Fei to return whenever he has news of Marguerite.





Got Room?

Recall the first person you spoke with in Aven recommending this Hotel anonymously. The Hotel is full, but if Fei says who recommended it, a room becomes available. Tell the truththat you don't know who recommended it, for a discount,

Any News?

Track the Walkthrough exactly, if you don't, returning to the Nun prematurely will accome plish nothing.

Aveh is a big place. Wander around, explore the upper levels, and open every door. There are two entrances to many places. The Gear Shop has nothing new for Weltall or Brigandier, but Heimdal gets its first chance to upgrade.

Tell the woman in white and blue near the south end of town that you are here for the Tournament. When you find the Underground Waterway on the east side of town where an old man and woman washing clothes can be found, you'll learn that only a key can open the grate. Remember this location! Return immediately to the Nun, who will be pleased with your progress.





Next you must find the "Hide & Seek kid," whose location changes depending on when you talk to him. If you haven't started the Hide & Seek game, you can find him in the northwestern part of town. Otherwise, you'll have to find him in one of his four hiding spots, or his final position near the well in the southwest. The "Hide & Seek kid" speaks of the Underground Waterway and the Key.



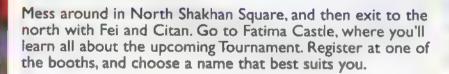






Secret ···

In the middle of South Stakhan Square is a young boy nagging his father for a toy. If you bought a Minigear from the toy merchant nearby, give it to the boy. In exchange for the toy he explains how to get a hidden Gold Nugget.









Lots of Fun

Check due an this cool things you can do in North Shakhan Square Look for a balloon drink some "Bartweiser." Jeurn to breathe fire, and check out some powerful pastries

Leave the castle and return to North Shakhan Square to pick up Bart. Go back to Bledavik and return to the elderly people under the clothesline next to the grate. Talk to the old man, and select "Rescue Margie" or "Steal from the Castle" to receive the Underground Waterway Key. Go back to the Nun in the hotel. Once you tell the Nun of your plan to infiltrate the Castle and rescue Margie, you'll have one last chance to freely roam Bledavik and Shakhan Square. Be sure to check out the mini games in Shakhan Square, where you'll have a chance to win some new items.





Once you're through exploring the town, return to the hotel and speak with Bart or Citan, and then choose the option to rest.

The next morning Fei and Citan separate from Bart and return to Fatima Castle. Once there, speak with the guard blocking your path next to the registration booth, and he will move. The same goes for the next guard. Walk over to the easternmost tent and speak to Dan inside, who vows to avenge Alice's death.

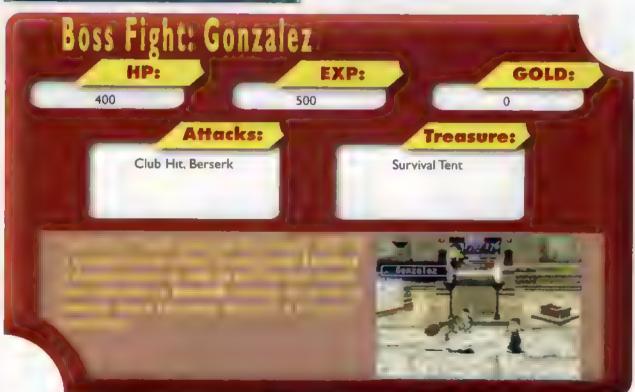
Back in Bledavik, Bart bids the Nun good-bye for good, and makes haste for the Underground Waterway grate located next to the hotel.







Press the X button and use the Underground Waterway Key to open the grate. Enter the Underground Waterway. The action now switches back and forth between Fei and Bart. Following are the four Boss fights that Fei will engage in.

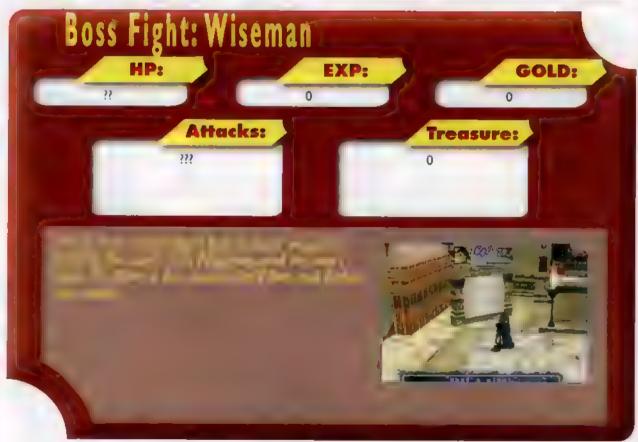


After the battle, Fei gets a chance to rest. Heal up, if necessary, and make sure your equipment is the best available.









Directions through the Underground Waterway

Boost Level:

25

Goal:

Proceed through the Underground Waterway to Fatima Castle.





Have Bart climb down into the Underground Waterway using the grate next to the hotel. Swimming against the current requires you to "run," by pressing the

button.

SECOND OPTION

Too can also enter the Underground Waterway via the grate on the east side of towill next so the elderly man and woman. Keep in mind, though, that the following directions through the Underground Waterway don't apply to this relies

Swim straight ahead, ignoring the paths to the east. At the fork in the waterway, swim northwest against the current and follow the path to the intersection. Head north and follow the waterway as it bends to the northeast and swim against the current to the next intersection.

Turn north and swim up against the current until you reach the floodgate. Swim up to the floodgate. After a few seconds, the floodgate will rise up. Swim ahead and climb the ladder on the east wall. Speak with the old man, then climb up the ladder next to the Memory Cube to reach the courtyard of Fatima Castle.

Directions through Fatima Castle to Margie

Suggested Level: 25

Goal:

Rescue Margie. Battle Ramsus and Miang for the first time. Pairs of Aveh Guards Cobra Cracka

Chest in 1st floor bedroom on eastside

Aquasol S

Chest in 2nd floor bedroom on eastside

Rosesol S

Chest in 2nd floor bedroom on west side

Iron Mail



Defeat the Aveh Guards protecting the Castle's southern entrance, and enter. The ornate castle is crawling with Aveh Guards, who always attack in pairs. (A single **Head Hunter** DeathBlow from Bart drops them.) Ascend either staircase to the second floor and exit north through the wooden double doors, to reach the balcony outside.

Wind around the passageway to either the east or west and go through the wooden door at the very end. Climb the red carpeted stairway to the third floor. Defeat two Aveh guards standing outside of the wooden double door along the long red carpet to the north. Turn east, dispose of more guards, and head through the door.





Overpower the Aveh Guards standing outside the door at the north end of the hallway. Margie's inside, along with a Memory Cube. Save your game, then exit the room with Margie. At the end of the hall, Ramsus and Miang confront you. Bart fights Ramsus by himself.







Coming Attractions

Ramsus constantly pesters her and the other heroes. Count on four more Boss fights against this flers foe:

After the battle, an automatic sequence unfolds where Elly helps the others escape.



ggdrasil

Suggested Level:

Goal:

Advance to Aveh's capital, Nisan.

(Outside) Hobgob Neo Tin Robo Sand Man Spear Trooper





Head for the Bridge. Blocking the door is a pink, cat-like thing. Talk to it. Afterwards, go down the elevator and speak to

Margie in her room next to the Gear Hangar. You will get to name the cat (her default name is Chu-Chu), and use her as a playable character later in the game.



Ship's Charts

Flore you noticed the man with the bineculars? He maintains the ship's charte. Speak with him after discerering and visiting new locales



That's Good Eatin'!

Did you gut the Spider from the Flountain Path way back at the beginning of the game! so, Chu-Chu will eat the Spider the first time you speak to her. Don't worm shough, shall gives you an Ether Veiler in exchange for the smack

All Gear. All the Time

Disembark the Yggdrasil and fight some combats to boost a few levels near the Road to Nisan or in the desert. The area around the town only has low-level enemies that yield little. Your first all-Gear dungeon looms in the near future!



Fei overhears a conversation between Sigurd and Citan. Both are from Solaris. (Oh no, not Citan!)

Fire up the Yggdrasil by taking command from Sigurd. (Reenter Aveh, if you wish.) Drive due north to a lone tree on a peninsula. The screen will read, "Road to Nisan." Press the X button to appear across the water on the outskirts of town.

Nisan (Royal Capital of Aveh)

Suggested Level:

Goal:

Visit the Cathedral, and the Mountain Peak/Cave.





After Margie leaves, scope out the town. There's a lot of people to talk to, things to do, and places to go. Pop into the Inn. Steps lead down to a lower level of Nisan, but stay on the upper level and veer west at the steps.

the town's general store feaures accessories and Gear quipment (from Bart's shipnate). Buy the WELT-03000 to asse Fei's Gear to 3000 Hit oints. A nice, new whip for art's Gear Brigandier is a teal, plus there's a Memory Cube! If you wish, peek into ne window of the Assembly Iall.





On the grand tour of the Cathedral, follow Margie wherever she goes. When she tops, speak to her.

Go down the steps to Nisan's lower level to meet up with Margie. Due north is an archway blocked by a man. Talk to this man, who moves aside. Follow Margie through the archway, onto the Town Map, and into the Cathedral.



Herb Tea

Item Shop

_		
듵	Aquasol	20G
읈	Aquasol S	100G
-	Rosesol	100G
	Rosesol S	300G
	Zetasol	100G
	Physisol	10G
1	1entsol	20G
Omegasol		50G
Survival Tent		150G

Accessory Shop

Power Ring	200G
Stamina Ring	150G
Speed Ring	1200G
Guardian Ring	2000G
Holy Pendant	8000G
Life Stone	20000G
Ether Doubler	30000G

Gear Shop Fuel Engine

		_	
Z9-1	500	- 1	800G

Frame

WELT-03000 1400G

Armor

MS 9 1500G

Weapons

Iron GWhip	1600G
Snapper GWhip	2000G

Parts

,	
Resp Circuit	2500G
Def Circuit	2500G
C Circuit	250G
Magnetic Coat	4000G
Lens Cover	2500G
Engine Guard	5000G
Tank Guard	3000G
Ar Repairer	4000G
Motion Guard	4000G

Special Healing Item Tips

Survival Tents at 150G fully heal all active party members, but only if the party stands on a Memory Cube or uses them outdoors on the World Map. Omegasols, at 50G, completely heal the three adventuring characters one at a time (150G), except that there's no need to be at a Memory Cube. They can be used at any time except in battle.

My advice is to ignore Survival Tents and stock up an Omegasols. The total price in restore your party's HP and EP is exactly the same

In the hallowed Room of Sophia, mother of Nisan, gaze at the remarkable portrait. (Resemble anyone?)

£362:::

Leave the Cathedral and return to Nisan's main entrance. Maison is there in front of a building that the townies graciously gave the party. Enter the building to find Sigurd. Fei learns some horrible things about Solaris, and why Sigurd and Citan left. When prompted, make sure that you have Sigurd answer each of the four questions.



Find Bart on the bridge overlooking lower Nisan. Return to the Assembly Hall, where Citan proposes a complicated plan to deal with Shakhan and the Gebler forces. Query Bart, who's ready to go!

Fei will head off alone. When Citan appears in the Gun Shop, speak with Maison. (He has no new stuff since the last visit.) Leave the room and climb the ladder outside the Bridge to appear on the Deck. Fei and four companion Gears appear at the base of a mountain.

Mountain Peak/Cave

Suggested Level:

Goal:

Get through your first all-Gear dungeon, and return to the desert.

Edelweiss May Fly Medusoid Nomad Fix Bot

from the base of the mountain, head northeast to a tall stone column next to a narrow north-south path. Hop onto the oath, and head north, and then enter the cave opening.

Follow the Leaders

Escaping this deceptive area is tough. Keep even with or just behind the. companion Gears, If not, you'll lose them as a bea-





Hug the wall and work your way up the ledge steps. Climb up to the top step and make a Big lump onto the ledge to the east. (The view rotation is limited in this area.) Ascend more ledges to the east until you see a Treasure Chest.



Rosesol S

Chest inside cave

Gold Nugget Chest inside cave

Extra Ar+2

Chest outside cave

Magnetic Coat Chest outside cave

Repair Bot

Fuel **Engine**

1500G Z9-1500

Frame

WELT-03000 1400G

Armor

MS 9 1500G

Weapons

1600G Iron GWhip Snapper GWhip 2000G

Parts

Resp Circuit 2500G Def Circuit 2500G 250G

4000G Magnetic Coat 2500G Lens Cover

C Circuit

5000G **Engine Guard** 3000G Tank Guard

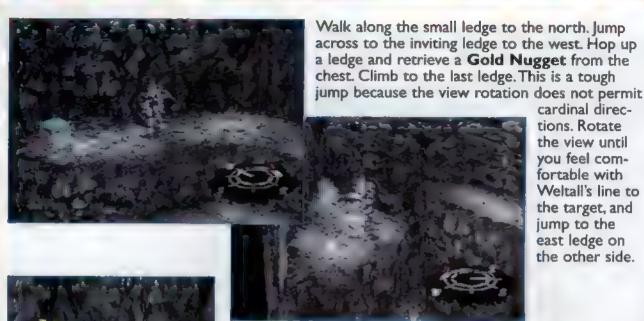
Ar Repairer 4000G Motion Guard 4000G

20G Aquasol 100G Rosesol 50G Omegasol

150G Survival Tent

Enemies Within

Welcome an attack by Unionald Lix Boy which is promitioned to be storing a Geard HPs and Fuel. Other defeated energy mies are worth between 800-1400 Experience Points. Fer should definitely rise several levels.



Head up two more ledges to the north to the cave's exit. Ah! A Memory Cube and a Repair Bot. Its Gear parts are nothing new, but tune-up to restore your HPs and Fuel. Refrain from selecting the option, "Can't Trust You." If you select this option, you'll have to fight the Repair Bot. Once you've destroyed it, it's gone for good.

After the ordeal here, save your game and exit the cave to the northwest. Prepare for several battles! Outside, the area is crawling with Gebler Gears, led by Elly in Vierge.



Conserve Fuel

Charge if you need to and try to keep your Fuel Tank loaded Try using Ether Machine. Attacks to preserve Fuel





When Weltall and Vierge are down to their last legs, an amazing thing occurs. Back in the ave, equip the Extra Ar +2 you received from your victories. Do any business needed with the Repair Bot. Be sure to tune-up after those tough battles and then save at the Memory Cube. Hop up the ledges to the east, and then head west over a chasm. Continue jumping up not the ledges to reach the cave's real exit.

Once you have control of Bart at Fatima Castle, climb the ladder and walk right into an imbush by Shakhan and Miang in the castle courtyard. Maison appears to the rescue in Citan's flying crab machine.

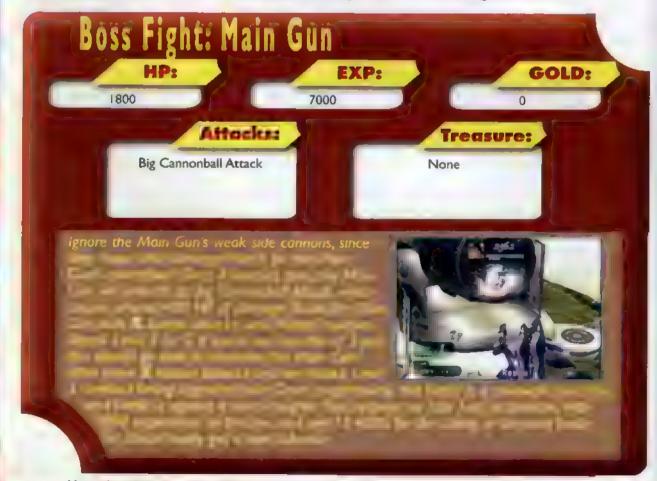


Fei leaps off a cliff to the desert floor. Get ready for some fights in the desert. Don't worry about the gunfire, land mines, or enemies, which do little to damage Fei's Weltall. Maintain a steady western heading.





After passing the destroyer or heading far enough west, two Boss fights occur.



Keep heading west, and maneuver between the two enemy Sand Cruisers.



Teanwhile Bart and the Yggdrasil are in trouble, surrounded by Ramsus' powerful Gears. A gigantic, unidentified Gear will oon arrive and confront Bart. Ramsus and Miang show up. The strange Gear hits Bart with a Kishin Sword Attack, which causes almost 20,000 HP of damage.

ave your game and continue.

A Masked Woman informs the Kaiser that she wants Fei
hrown into Nortune's Prisoner Detention Facility (D Block). Unfortunately for you, that's
exactly what happens.



Nortune (Imperial Capital of Kisley)

Suggested Level: 32

Goal:

Survive the Baptismal Ceremony, and reach the Kisley Sewers.

(Inside)

Rico and Friends

(Outside)

Sand Tripper Sand Trooper Trooper

None

Rest

Free at Doctor's Clinic Hammer's Items D Block

Aquasol 20G Rosesol 100G Zetasol 100G **Physisol** 10G Mentsol 20G Omegasol 50G Survival Tent 150G

Hammer's Accessories D Block

Metal Jacket 550G Metal Helmet 200G Poison Guard 1500G Sleep Guard 1500G Brain Guard 1500G Guardian Ring 2000G

Hammer's Item Shop C Block (Battling Arena)

Aquasol 20G Rosesol 100G Zetasol 100G **Physisol** 10G Mentsol 20G **Omegasol** 50G Survival Tent 150G

Hammer's Gear Shop C Block (Battling Arena)

Fuel

Engine

V10-2000 2000G V12-2000 2600G

Frame

WELT-03600 2200G WELT-04300 3200G

Armor

MS 12 2500G MS 15 3500G

Weapons

None

Parts

Extra Ar + 1 50**G** Extra Ar + 2 75G

> B Block Info. Center Gear Shop

> > Fuel

Engine

V10-2000

V12-2000

Frame

WELT-03600

WELT-04300

Armor

MS 12

MS 15

Weapons

None

Parts

Extra Ar + 1 Extra Ar + 2

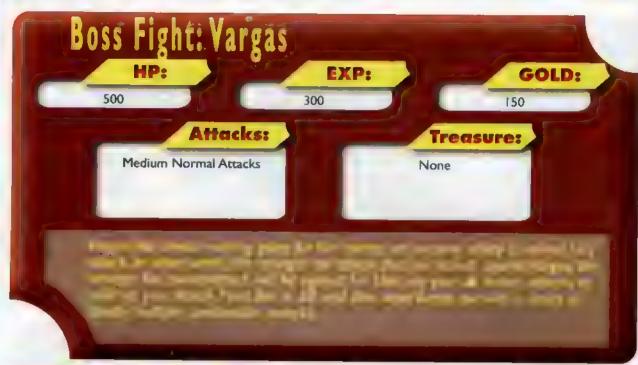


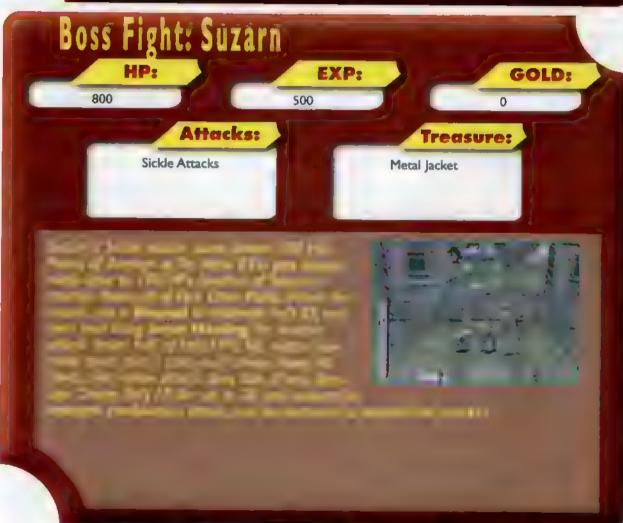
Something called the Baptismal Ceremony, a D Block tradition, awaits Fei. After he meets Rico the "Champ" and the rest of the Battlers, Fei must fight all of them. Rico kindly lets Fei use the Memory Cube located there. Approach any one of the Battlers to start the action.











Rico is Fei's next opponent...



Go upstairs to the tavern. If you wish, try the Battlin Steak meal (or one of the others if you didn't quite make A Rank). Speak to a green haired Battler to obtain information about your next destination, a meeting with a supplier named Hammer.

Exit through the door to the west. D Block is fairly big. Why not look around? Ascend to the roof on the ladder to the south. Swing north, and locate the Kisley Sewers entrance.



Pipe Walking

Clearly, you've noticed that man atop the roof just across from the bar. The long, narrow pipe that leads to him begins near the Sewers entrance. Not much comes of it, but practice by walking on long narrow objects, as it will be important later.





Go back, past the ladder to the south and hop up on the crates stacked there, then climb the Observation Tower. Speak with the old man and observe a train. Time to hit Latina's Bar. Its neon signs are clearly visible to the southeast from the tower. Once inside, speak to Hammer—the Supplier. Speak again to Hammer, and he becomes an items/accessories vendor, with the latest armor for Fei.

Leave the bar, then go north up two sets of stairs. Follow the street until you reach a guard who won't let you pass. Return to Latina's Bar where Fei meets Rue Cohen from the Imperial Battling Committee. Leave the bar, head north up two sets of stairs, and enter the first building to the west (the other



entrance to the D Block/ Doctor's Clinic). This is right across from the Gear Shop.

Once back in the Clinic, Hammer presents Fei to the new D Block doctor. Citan! Hammer alerts Fei to the Special Pardon needed in order to remove the explosive

collar. (Fei or any of the others in your party can get their weight in the Shower Room from the A-ton Scale.) An eerie event then takes place.







Upgrade Citan

terrific new armor that's just sitting idly in your Item menu. Before you forget, re-equip Citan.

Return to the guard north of Latina's Bar, who now lets you pass onto the Nortune City Map. Only the Imperial Capital C Block Recreation & Battling Arena can be entered now.

Use the Memory Cube often, as the next step in the adventure calls for lots of return visits here. Hammer has moved his operation here, but at the moment, without an assigned Gear for the Tournament, Fei cannot buy Gear equipment from him.

Action Ahead

The adventure's turn-based combat permits his and the other heroes to relax between turns. The upcoming Tournament places Fei in a freewheeling, fast-paced action arens kill quite a shange of pace, but follow the pointers below for help.

Tell Rue Cohen "You bet!" Fei and Citan are shocked when they find out that Fei's Gear for the Tournament will be the trusty Weltall.

ournament Gear Controls

- Directional Pad: Up moves Gear away from screen. Down moves Gear towards the screen. Right and Left moves Gear towards or farther away from the enemy Gear depending on where the enemy Gear is. When close to an enemy, pressing the Right or Left Directional button twice, depending on where the enemy Gear is, causes a quick move backwards.
- ♦ Attack: Close combat. Alternating between X and buttons allows a chain of attacks up to three in a row. Fourteen combinations are at hand.
- ◆ ■: Attack (Same as X).
- ♠ ▲: Jump.
- RI: Shoot Ether Bullet.
- L1: Guard.
- Dash.
- Start: Pause the battle (if things get too hectic), or give up.

Novice Battlers

Practice Mode. The first several bettles are almost impossible to lose.

Select Begin Battle, then "About Time!" to enter Fei's Beginning Battle. (From now on, speak to the Receptionist to enter a battle, or the Informationist for help, both located in the booth.)



Battling Arena Tactics

Try these tactics for quick and decisive victories:

- Use the R1 long range Ether Bullet attack right away to soften up the enemy when the battle starts. Then use the Ether Bullet attack to finish off an enemy close to defeat from a distance.
- Assault the enemy from the rear as much as possible. Press the button to run behind the enemy Gear, and then press the and X buttons to use combination attacks.
- ♦ The R1 and button commands (Shoot and Dash), if overused, cause your Gear to overheat. Those attacks are not available again until the overheating is remedied (by time). Try running, not dashing, and the heat gauge will lower.
- When an enemy goes down from Weltall's attacks, close in and continue attacking with combos.
- Jumping easily avoids most opponents' long-range attacks.
- Use the terrain. If an enemy is shooting Ether Bullets at Weltall from afar, shield your Gear behind the mountains in the middle of the playing field.
- Without overheating from dashing, run away and out-of-range of enemy long-range attacks.

During the beginning battle against Leonardo, Weltall overheats, and the battle is lost (Could sabotage be involved?) Fei awakens back in Cell Block D. On the way back to the Tournament, the B Block Info. Center now has new Gear equipment. Purchase the great upgrades, and Weltall now has 4300 HPs, 2000 Fuel, and enhanced Attack and Defense statistics.

Back at the arena, Fei is awarded Day I's battle by forfeit. From now on, Fei's routine is to survive a day's battles and rest up at night. Win the battles to receive money, plus Supervisor B Bonuses.



Tournament Schedule (2 Wins Required Per Enemy)

Opponent(s)	Game Day	Prize Money	Bonus	Qualify
Leonardo	1	None	None	Day 2
Neo Tin Robots	2	300	100	Day 3
Titans	2	500	200	Day 3
W-Shaver	3	750	200	Semi-Finals
Musha	3	1000	300	Semi-Finals

Can You Lose!

Absolutely. If Fei loses two rounds in a row against the same opponent, he's dumped back into the arena office.

Waking on Day 4, Rico, the Battling Champion, shows up at the Clinic and reveals shocking facts about the recent murders in the sewers. Eventually, Rico will join your party to help you solve the Kislev Sewer murders. It's time to put the Tournament on hold and descend into the Kislev Sewers.

Stier

Rico's Gear Stier has a Frame HP 50 equipped. This is the first time in the adventure that this extremely valuable Gear add-on is seen. This frame recovers 50% of a Gear's Hit Points. Other models obtainable later in the game are strengths of 10, 30, 70, and 90.

Kislev Sewers

Suggested Level:

Goal:

Solve the murders and return to the Tournament.

Armor Wasp Hobgob Acid Frog Lucre Bug Mullet Rotten Sod Batrat

leturn to the Kislev Sewer entrance. Fei, Citan, and Rico escend into the sewers.

evel One

Cross the bridge and turn west. Jump over the drainpipe pilling sewage or take a small HP loss. Continue along the ath to a dead-end and a treasure chest containing the cislev Sewer Map. (The white arrow pinpoints your position.)

Kislev Map

This map provides the outlay of the two Kisler Seven levels. You can view the map by pressing the Select button. The two levels contain lots of interesting items. If Fei and the others are having no difficulties surviving fights, seek out the various items and build up your characters' levels along the way if not, take the most direct route.



Head back to the east, and then cross south over the first bridge you see. Follow the path east until you find a mess of green goo and blood on the wall. Now travel west to the area where you found the map and climb down the ladder to descend to the first half of Level Two.

Level One

Kislev Map
Chest to the west

Physisol

Chest to the southeast

Aquasol S

Chest to the east

Level Two

Cool Shades

Chest to the northeast

Poison Guard

Chest to the north

Knight Helm

Chest near waterfall

Zetasol DX

Chest in second part of 2nd level

Mentsol

Chest in second part of 2nd level

Gallant Belt

Chest in second part of 2nd level

Gold Nugget

Chest in second part of 2nd level

Mentsol

Removes MNT Effect

Bell Amulet

Chest in pipe room

Ether Veiler

Chest in pipe room

Gold Nugget

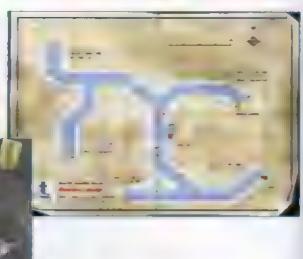
Should sell well

Level Two (first half)

Head south from the ladder and follow the path to the second bridge. Cross over and head southwest to find the second murder site. Return to the ladder and cross west over the

bridge. Head north past the two fans on a bridge. (Watch those blades!) Cross west over the second bridge to a Memory Cube and head north.





Rotten Sods, Mullets, and Batrats

Seek must mese foor. When you defeat them, you it earns shouldness of experience points.

Follow the path to the Catless Rat Remover robot. Inspect it twice to obtain the **Sewer Keys**, which were Vargas' pass keys to the Sewage Treatment Plant. Return south to the Memory Cube, cross east over the bridge, and go north. Follow the path and cross northeast over the first bridge. Continue walking southeast until you reach a door that leads to the second half of Level Two.



Level Two (second half)

Follow the path and cross east over the second bridge. Head south to find Gramps, a green mutant, and ask it for clues.



Aftermath

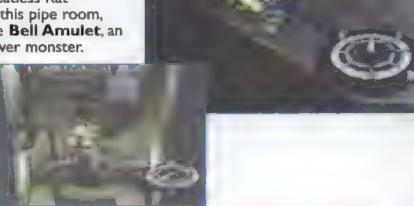
At almost every step the party is attacked.

Because these enemies hit very-hard for substantial damage, elways heal up with Omegasol, when an encounter ends.



mp over Gramps, cross south over the bridge, and then turn east. Follow the path to the outheast and cross northeast over the next ridge. Follow the path north until you reach a red door, and enter it using the Sewer Keys hat you obtained from the Catless Rat remover robot. Once inside this pipe room, been the chest to receive the Bell Amulet, an eam capable of luring the sewer monster.

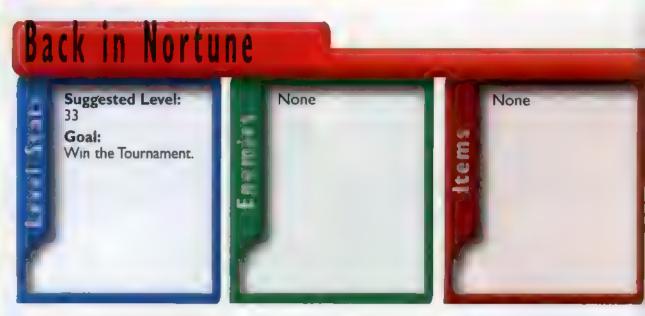
eturn to Gramps and he'll you where to ring the ell. Head north to the imed drainpipe before the n. Press the X button at the drainpipe to make Feing the Bell Amulet.





Buffed

This area has been a real boon to the party. Everyone should have gained levels, skills, and abilities. The battle against Redrum (murder spelled backwards) eurely raised everyone a sevel



Return to the D Block Clinic to speak to Rico. After resting overnight in the Clinic, save at the Memory Cube. It's now time to return to the Tournament. Hammer's shop is still there, but his Gear equipment has not changed.

Post-Battle Blues

If Fet was wounded from the battle with Redrum, be sure to heal up HPs and Ether Point before setting out.

Head back to the Battling Arena, where you must fight three more battles to reach The Final's League, which isn't all that easy.

Tournament Schedule (2 Wins Required Per Enemy)

Opponent	Game Day	Prize Money	Bonus	Qualify
Hatamoto	4	1500G	400G	Next Semi-Final
Fire Wheel	4	2000G	500G	Next Semi-Final
Silver Star	4	2500G	800G	The Finals League against Rico







Tournament Schedule (3 out of 5 Wins Required vs. Rico in Stier)

Opponent Game Day

tico

5

Prize Money

None

Bonus None

Qualify

Tournament Champion

f you don't succeed, try, try again. No matter how often you lose to Stier, Rico gives Fei mother chance. In the end, defeat Stier three out of five rounds to emerge victorious. Long ive the new Battling Champion, Fei!





Meanwhile, in Solaris

Elly's escort mission is taken over by a new villain, Dominia Dominia overrules Elly and plans to undertake a major strike against Kisley.

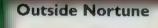


Nortune (Kisley Imperial Capital)

Suggested Level:

Goal:

Look for the missing Gears.



Hobgob Pecking Duck



As the new Battling Champion, Fei's explosive collar is removed. Time to explore the rest of Nortune. As you try to leave the bar you'll get a message that Hammer wants to meet in the Wildcat Bar. You can now proceed to the Town Map. All locations are now accessible, including Central

District Kislev's Kaiser Govt., and the Imperial Capital A Block West, Front, and North gates. You can even step out of town onto the World Map.

Enter the A Block from any of the three gates, and explore.

A Block Tourist Sites

Barracks
Big Joe's 5,000G Surprise
Tool Guy
Armor/Accessories Shop





Central District (Kislev's Kaiser Government) A BLOCK

Tool Guy

20G
100G
100G
10G
20G
50G
150G

Armor/ Accessories Shop

Metal Jacket	550G
Metal Helmet	200G
Poison Guard	1500G
Sleep Guard	1500G
Brain Guard	1500G
Guardian Ring	2000G

Central District (Kislev's Kaiser Government)

Insulated Armor

In the basement (Cargo Bay)

Power Magic

Found in the basement (Cargo Bay). (Must move the crane around the crates.)

Knight Mail

In a chest once you first meet Sigmund.

Memento Locket

Search the mirror in Sigmund's room when Rico rejoins your party.

D Block 2000G

After the meeting in the "Champ's" room

Look for a woman standing next to an open door. Go up the stairs to the roof. Walk southwest to the opening in the railing and jump into the wooden barrel over the side.

Once you land, leave the bathroom and speak with the woman, who turns out to be the prerious doctor from D Block. Use the Memory Cube in the next room. Obtain the secret
knock to return here (2-1-2). Exit from any of the gates and go to the Central District—
Kislev's Kaiser Govt., in the center.

Walk forward into the elevator. After exiting the elevator, head west and go up the stairs through the door. Once inside, speak with Kaiser Sigmund. Rico will then appear and quickly flee. Fei and Citan will enter another room and rejoin forces with Rico, but on leaving the room, Rico is arrested and taken away.

Exit this capital building. Then head back to A Block to meet up with Hammer. Your party members and Hammer meet the old D Block doctor. After the meeting, return to D Block and agree to rescue Rico, for 2000 GP.

Next, head into the bedroom with a Memory Cube. Face the right side of the bed and rest. At night, return to the Clinic. Ascend the same ladder that, earlier, took you to the Kislev Sewer entrance and the Observation Tower.

Gear Dock Raid (Nortune-Kislev Imperial Capital

Suggested Level: 34

Goal:

Rescue Rico and locate the Gears.





Once you're on the roof, climb up onto the crates to reach the Observation Tower. Speak with the Amazoness. Jump onto the train when it comes through on the tracks below.

Where to Launch the Jump

Only two lauren sieus will give Perany chance of success fully jumping onto the moving train. The top crate leading to the platform's ladder is one site. Unhappily, this jump site is reached only after a mad dash from the Amazoness location on the platform, down a ladder, and onto the top crate. If you don't hit is right; the train will be long gone. The easiest way is so launch from the edge of the platform right next to the Amazoness. This position gives you plenty of time to set up a Big jump.

Once you're on the train, follow Citan's instructions and jump onto the cars ahead. Land in the engineer's cab and you'll auto-

matically exit the train.

Dungeon after Train Ride Master Key

Inside cabinet in guard room

Frame HP30

Inside cabinet in guard room

MiniGear

Must fight four Swordsmen to obtain it

Survival Tent

In chest beside stairs

Automated Gear Shop (Speak with Robot in Gear Hangar)

Fuel

Engine

VI0-2000 2000G VI2-2000 2600G

Frame

WELT-04300	3200G
WELT-05100	4400G
VIER-04000	2900G
HEIM-05400	4600G
HEIM-06400	4900G
STIE-06900	5600G

Armor

MS 12	2500G
MS 15	3500G

Weapons

Hot RodG	4200G
Parts	

EXTRA AFT I	30G
Extra Ar+ 2	75G
Extra Ar+ 3	100G
Resp Circuit	2500G
Def Circuit	2500G
Frame HP 10	250G

You'll emerge in a room with a Memory Cube. The eastern door requires a key, so go through the other door to the south. As you try to exit, you'll hide as Citan hears someone coming. Once the guards leave, jump up onto the crates and climb into the air duct at the top.

Happy Days Are Here Again

Missed all that combat? Well, your rest - over! Fight with different button combinations as



Follow the path south, ignoring the side paths. The door at the end of the path leads to a room with crates and a locked door. Notice the air duct high up to the west. Push the lone crate next to the other crates, and you can easily jump up and climb into the air duct.

Once you're back in the air ducts, follow the pathway down and pass the first branch to the forth. Follow the ducts to the south and then east through a door, Inside, two Guards discuss Master Key. After they leave, inspect the cabinet to receive the Master Key. Citan also inds a Frame HP30, the first chance to equip this restorer of Gear Hit Points. (Of course, twon't be useful until he and Fei find their Gears.)

Sneak a Peek

His the X buttom while standing over a blue grate and you'll get the chance to snoop on the people below



Instead of heading back into the air ducts, follow the guards out the front door. Then follow the halls back to the room with the Memory Cube and the locked door. Search the control panel next to the southeast door, then go through the door. Follow the corridor down the stairs,

and through the door. (Don't miss the chest behind the stairs!) You'll reach a huge Gear Hangar. Each Gear stands in a paddock with flashing control panels.

Advance to the hangar's other side and use the Memory Cube. Go to the last paddock on the east side and examine the control panel twice to have Weltall appear. (If you've been peeking through grates you saw this happen earlier.) Walk up to Weltall and press the X button to enter it. Once inside, exit the Gear Paddock. Go to the other side where you'll find three empty elevators and a robot. Speak with the robot to access an automated Gear Shop.







Gear Up

He. Goer Shop is outstanding it never trains gives welcall over 5,000 HPs. The Frame HPTO will replenish Geer HPs, but at a cost in Fuel consumption Some "serious" Boss etruggles are about to happen, so equip the recent purchases.

Next, enter any of the elevators. At the top, prepare for the Gebler attack on Nortune.

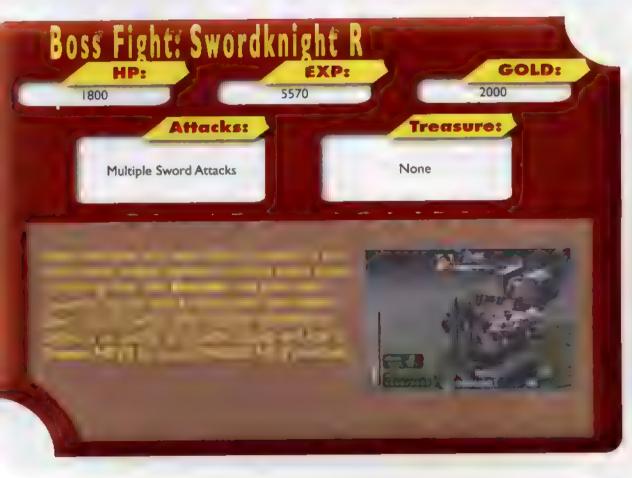


Deja Vu

Six bosses are next, five of whom Fei has fought and defeated previously. There's not much to their attacks or defense, so Fei should have no trouble defeating them again. The sixth Boss is Dominia.

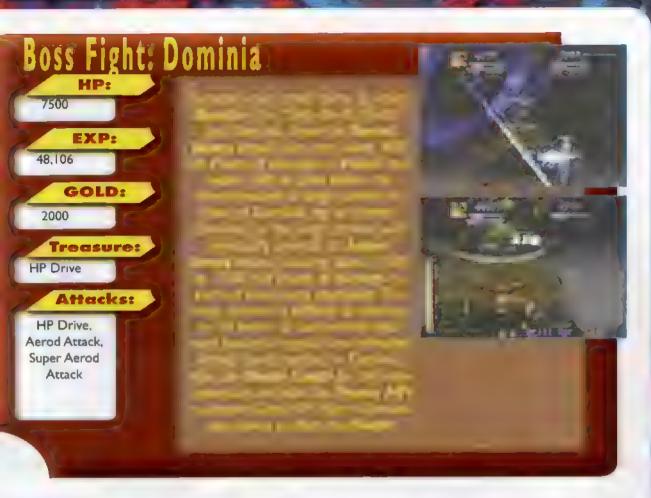














Your next step takes you to the Goliath Factory, located north of Nortune, where a massive Imperial (Solarian) Gear the size of a city is being built. From where you appear in Nortune A Block, head southeast of the Doctor's house to find three guards blocking the exit. Select the option "Try to Break through" and Rico bursts onto the scene, and eliminates the guards. Leave A Block and go onto the Town Map. With now more than three characters in your party, say hello to Big Joe on the Town Map just southeast of A Block. He'll tell you how to switch party members.

Big Joe's Regret

Big journigus for so re-enter the area where the swindled Fer out of 5000G carrier. Return there and find an M Disk. Take the M Disk back to the Wildcat Ber and use it on the juke box to hear some of the themse from Xenogeurs. Big Joe will only offer you the M Disk if you spoke to him earlier in A Block and he took 5000G from you.

love onto the Town Map, and then exit to appear on the World Map.

Goliath Factory

Suggested Level: 36

Goal:

Advance to the Goliath.

(Outside)

Dwarf Forest Elf

Hobgob Rain Frog

Rhino Pecking Duck

(Inside)

Harquebus MK10 Hatamoto MK3 Mechanic NeoMusha MK100

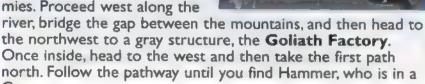
Shinobi MK0



Elly in Battle

Elly has less than 200 HPs, and no skills yet Vierge, her Gear, has but 1500 HPs. Pay special attention to her Strength during bardes until she booses a few levels. She does have secrific skills, but no abilities; however, she earnil more very quickly. Some of her unique abilities have the power so hit multiple enemies at once. Spend some time outside without your Gears to build up her DeathBlows and to boost everyone's levels as well

Outside Nortune, rotate the view to locate a river. Follow the river east to the forest and pass through it in character form, not in your Gears. Once you've crossed the forest, change back into your Gears to whomp some enemies. Proceed west along the



Buy some Gear parts from Hammer or change party members. Even Rico's Gear, Stier, can be upgraded, although Rico's not in the current party.

Gold Nugget

Chest in 2nd hall

02 Cylinder

Chest in 3rd hall

Extra Ar +3

Chest in conveyer belt control room (exit Gears)

Gold Nugget

Switches in Memory Cube room

Mica

Switches in Memory Cube room

Hammer's Gear Shop

Fuel

Engine

V10-2000	2000G
V12-2000	2600G

Frame

WELT-04300	3200G
WELT-05100	4400G
VIER-04000	2900G
HEIM-05400	4600G
HEIM-06400	4900G
STIE-06900	5600G

Armor

MS	12	2500G
MS	15	3500G

Weapons

Hod Rod	G 4200G
---------	---------

Parts

50G
75G
100G
2500G
2500G
250G

Gear Up

By's Geer, Vierge, in meed of serious upgrading. Buying a better frame more than doubles Vierge's HP to 4000. Heimdal, Citan's Geer, can be completely overhauled and improved. Stier can get a better Frame, boosting it to almost 7000 HPs. (Always refuel to the maximum after upgrading a Frame.)

eyond Hammer at the path's end, open the double doors. Go north to fight three arguebus MK10s.







Where is Everybody?

When Fel's contingent moves through some indoor areas of Ignas (like the Yggdrasila mas) ive Gear Hangar), the wide-angle, third-person viewpoint makes it difficult to locate the serry on-acreen at times. Rotate the view to find our heroes:

Many for the Price of One

If the Gollath Factory, up to six enemies can attack the party at any one time. Cast Elly is wuitiple target spells to eliminate most of the enemies, leaving Fei and Citan to deen up the mess.

blow the hallway and take the first pathway buth to find a Memory Cube. When you reach T-Intersection, turn east and grab the chest, nen head west through the double doors. Head orth and you'll fight two sets of enemies.

Heimdal's Attack
evel I does the
rick.) At the end of
ne room to the west,
oard an elevator
oing up. At the top,
de the conveyor belt
rest into the next
rea.



Mechanics & Gears

Be on the lookout for anemies called Mechanics paired with enemy Gears Mechanics can repair their comrades and even your party's Gears. Eliminate any companion Gears but don't attack the Mechanics. Simply keep charging your Gears and the Mechanics will rank domly restore your Gears! HP. This process will cause a longer battle than usual, but it'll worth it.



Jump down to the floor and toggle the switch on the east wall to change the conveyor belt's direction. Go to the west elevator and take it up by activating the control panel with the flashing blue light. Face it and press the **X** button to ride back up to the conveyor belt. Ride the conveyor belt east into

the previous room and then into

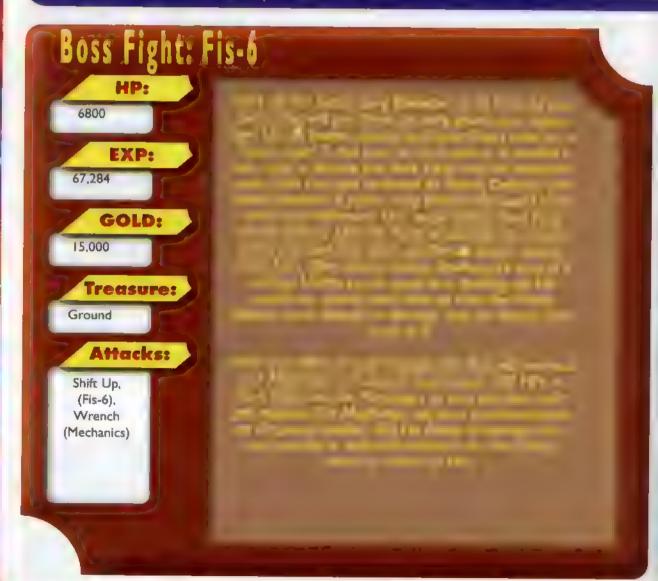
the next area.

Jump off the belt and face the west wall. Throw the large blue switch located next to the elevators to change the direction of the second conveyer belt.

Ride the second conveyor belt south through a large warehouse into the next area. Activate the flashing blue switch on the south wall next to the Memory Cube. Go east from the Memory Cube and hop back up onto the conveyor belt. Ride the conveyor belt to the east into the next area. Proceed south and then head to the west to confront a Boss.

Curiosity Pays

Check out the two blue switches on the north wall of the Memory Cube room: Messi with the left switch to earn a couple of free Items.



Goliath Destroyed

Suggested Level:

38

Goal:

Destroy the Goliath, and board the Floating City of Thames.



Valk west up the ramp to board the Goliath at the control com, which has a Memory Cube. Speak with Elly, Hammer, and Rico and then speak with Citan. Select the option, "Yeah, et's go" and the Goliath will take off. Grahf then appears and then depending on how the battle unfolds, he'll either wipe out your party or he'll fall from the aircraft as Citan live-bombs the Goliath. Once you have control of Fei again, peak with Citan.









Bart, on the newly named Yggdrasil II, shoots down the Goliath aircraft with a Bart Missle. Gear Shop (Yggdrasil) Fuel

Engine

VI5-2000 3000G VI8-2000 4000G

Frame

WELT-05100 4400G WELT-06100 4700G VIER-04800 3900G VIER-05800 4100G HEIM-05400 4600G HEIM-06400 4900G BRIG-05400 4600G BRIG-06400 4800G **RENM-07200** 6000G

Armor

Z Alloy 20/5 5000G XMS 25 6500G

Weapons

G-M10A Ammo 100G G-M686A Ammo 200G G-GG040 Ammo 100G

Parts

1 61 63	
Extra Ar+4	150G
Resp Circuit	150G
Lite Ar +1	150G
A Circuit	250G
D Circuit	250G
E Circuit	250G
Beam Jammer	1000G
Ground	1250G
Frame HP10	250G
Frame HP30	750G
Frame HP50	1250G



When Elly emerges on some ocean debris, jump east over the gap and search the rust-colored square hatch. After doing so, Fei pops out.



The scene shifts to Citan, Rico, and Hammer on the Yggdrasil II. With Citan and Rico, head to the Bridge, and speak with Bart. The scene shifts back to Fei and Elly as they witness the flying city of Shevat float by overhead.





While controlling Bart, head down to the Gear Hangar's Gear Shop to speak with Citan. The Gear Shop has some new upgrades, so shop for everyone. Afterward, leave the Gear Shop and go to the other side of the Hangar to Rico's Gear, Stier. After approaching the Gear Paddock from the back, Rico rejoins the party!

The scene then shifts to Fei and Elly, still afloat on the ocean.

Floating City of Thames

Suggested Level: 38

Goal:

Survive tough Boss encounters, and get to the Ethos Headquarters.

None

Lunar Rod

Bobbing chest in Supply Entrance

Serpent GWhip

Caged chest in Supply Entrance

D Circuit

Boxed-in chest in lower Supply Entrance

Mica

Moving chest in Supply Entrance

Mentsol

Boy on drink dispenser in Beer Hall

Item Shop		Weapons/		Gear Shop			
Aguasol 20G		Accessories		Fue			
Aquasol S	100G	Marshal Rod	1000G	Engir	ne		
Rosesol	100G	Serpent Sting	1200G	V15-2000	3000G		
Rosesol S	300G	B&JM10A Amm	o 20G	V18-2000	4000G :		
Zetasol	100G	ShotG50 Ammo		Frame			
Physisol	10G	Penguin Coat	1000G		44000		
Mentsol	20G	Dervish Dress	1400G	WELT-05100	4400G		
Physimentsol	50G	Wind Ring	5000G	WELT-06100	4700G		
White Star	500G	Earth Ring	5000G	VIER-04800 VIER-05800	3900G 4100G		
Brown Star	500G	Fire Ring	5000G	HEIM-05400			
Red Star	500G	Water Ring	5000G	HEIM-06400	4600G 4900G		
Blue Star	500G	Weapo	nns	BRIG-05400			
Hard Star	800G	G-MI0A Ammo		BRIG-05400 BRIG-06400	4600G 4800G		
Speed Star	1000G			RENM-07200	6000G		
Igissol	2000G	G-M686A Amm					
Aegisol	2000G	G-GG040 Ammo 100G		Arm	or		
Omegasol	50G			Z Alloy 20/5	5000G		
Survival Tent	150G			XMS 25	6500G		
Parts							
Extra Ar+4	150G	A Circuit	250G	Frame HP10	250G		
Resp Circuit	150G	D Circuit	250G	Frame HP30	750G		
Lite Ar +I	250G	E Circuit	250G	Frame HP50	1250G		
		Beam Jammer	1000G		.2300		
		Ground	1250G				
Inn							
Doctor's Office							

After Fei and Elly get rescued by the Floating City of Thames, they appear in the Armor Ground. Speak to everyone and take advantage of the new weapons available in the Weapons Shop and the Item Shop. Save at the Memory Cube, and then exit to the Town Map to thank the Captain.



Robot Rebuke

liver been acolded by a sentry robot? If you keep popping onto the Thames deck seeningly without a clue as to what's next, one of the sentries will ask if you need help!

Card Game

There's a card game you can play in Thames. Three people in town will challenge you, but you must play them in a specific order. You'll receive a special item for each one you defeat.

The first player is a small boy found in the worthwest dorner of the Supply Entrance. The character-teaches you the game and is easy to defeat You'll succeive a pair of Super Goggles when you win

The second player is a man in the southern corner of the Bear Blast Defeat him and you'll receive a pair of Premier Shoes.

Your greatest challenge is Queenle. You can find her standing on some crates in the Armon Ground area. Defeat her once to receive a Deathblower's After that, you'll receive a particular each time you defeat here.

Enter the "Screw Elevator." (The Supply Entrance area contains an excellent Gear Shop with Extra Ar +4, some treasure, and a card game of chance.) Take the Screw Elevator to Floor 4F (Bridge), and speak with the Captain.

Screw Elevator Control Panel

The view inside the Screw Elevator is partially obeu acted. To access the control panel and select a destination rotate the view and then face the elevator door and press the X button.

After the Captain leaves, go to Floor 3F (Beer Hall). Once there, speak with the Captain again.

Tricky Chests

There are four hard to reach chests in the Supply Entrance if something it too difficult to obtain them, here is a little help.

The boxed-in cheet in the lower section of the Supply Entrance is easy to get. There's a south room just above the chest that has a space between the millings. Step through the space and you'll land right on top of a crate Jump down to reach the chest.

The caged-in chest is also easy. Simply use the crates next to the cage to hop over the chain link fence. Use the same crick to get out.

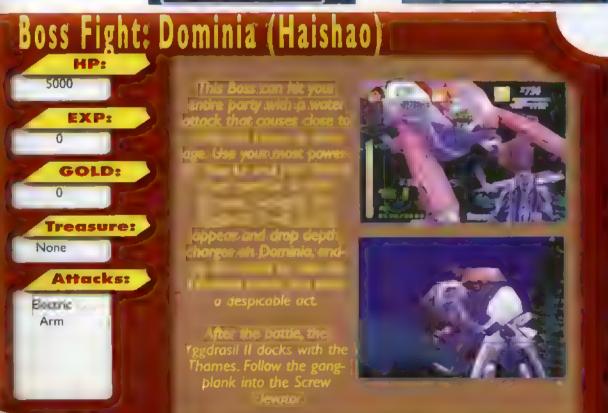
The bobbing chest is a little tougher. At the top of the stairs, you'll find a giant knife on its side. Use it as a plank and walk across so a box. Follow the path across several "planks" to reach the hobbing chest.

There's an easy way to get the moving chest, jump on the drunk's head, who's standing hear the moving chest. If you talk to him he runs away, so you may need to leave and some back. When the drunk is standing closest to the chest's path, you can hop off his head and hit the bottom of the platform the chest is riding on. This knocks the chest to the floor.

Follow the Captain back to the Bridge (4F). In the Screw Elevator, select the Deck (B1). Climb into your Gears and take off.







What's Up with Bart?

Bart now commands a new ship (basically a submerine) named the Yggdrasii II, which can cross the Ignas seas. Bart also needs to be upgraded in both personal and Gear equipment

Leave the bridge, and then climb up the ladder onto the deck of the Yggdrasil II. Follow the gangplank to the Screw Elevator, and go to Floor 3F (Beer Hall). Once there, you'll automatically speak with the Captain and Bart.



Sigurd asks Fei to summon Bart. Then, to everyone's surprise, Elly returns. With Bart in tow, return to the Yggdrasil II and head for the Gun Room. Go down the spiral staircase to the lower level, and walk north to enter the Engine Room. Fei and Bart are taken aback at Elly's actions.

Speak to Citan, then Bart, and then Citan again. Exit the Gun Room, but save your game first!

Prepping for Battle

This is your less opportunity before two tough apcoming Boss fights that you can purchase new Gear equipment or upgrades, particularly for Bart's Brigandier. There's no chance to repair your Gears after winning the first fight, so all the Gears' damage remains If you use a lot of Fuel during the fight, the only way to restore it during battle is to use the Charge command. Note that the second Boss has major attacks that use wind and electricity. Take this time to equip the Gears with Parts that block on reduce damage from these types of attacks.

Big Joe Again

it you interrupt Big joe and his lady triend on deck, you'll be challenged to the Xeno card

When you're ready, go to the Gear Shop and refuel your Gears as they still retain the damage inflicted from your last Boss fight against Dominia. Next, save your game in the Gun Room and then head for the Sick Bay and speak with Elly. You'll then get a chance to equip your Gears for a second fight against Dominia, and automatically enter the battle.

Boss Fight: Dominia (Bladegash)

HP:

3000

EXP:

22,428

GOLD:

3000

Treasure:

STR Drive

Attacks:

Wind Sword, Water Sword, Fire Sword, Earth Sword





Boss Fight: Ramsus (Haishao) and Miang (Miang's Gear)

HP:

4500

EXP:

19,500

GOLD:

15,000

Treasure:

None

Attacks:

Electric Arm,
Counter
Nereid
Cyclone,
Mirror (Predict
and Counter)







Fei sustains some serious injuries in the battle. Have Bart and Elly take the Screw Elevator to the vessel's Deck and enter Armor Ground. Margie's there, plus you meet Jessie, his daughter Primera, and son Billy, an Ethos Etone. Now head for the Yggdrasil II's Bridge.

Note

Prior to taking control of the Yggdrasil II, visit the Gear-Shop to restore your Gears' HP and Fuel as they still retain the damage suffered from your encounter with Ramsus and Miane.







Ask Sigurd for the ship's controls. Head north of Thames toward the yellow dot on the World Map, or consult the latest ship's chart.





- LI and RI rotate the view
- Up moves ship forward
- Down turns ship around, and moves forward
- Left turns ship to the left, and moves forward
- Right turns ship to the right, and moves forward
- Disembarks the party at a beach
- X Reboards the party from a beach
- Displays the Bridge
- Speak with Sigurd to regain control of the vessel.

When you can see the Ethos H.Q., veer to the west around the tip of the island, then go north to a beach to land and disembark. Walk up to enter the Ethos H.Q.

Ethos H.Q.

Suggested Level:

Goal:

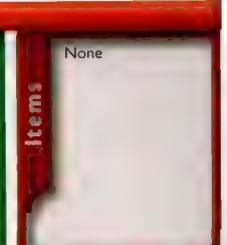
Find health care for Fei.

(At Sea): Airwalk

Breaker Griffon

(On Land):

Planter Wels Etone





Follow Billy, and when he stops, talk to him. You'll learn that FeI is recovering in the Sick Bay. Elly remains behind with FeI, while Bart and Citan explore the building.





After speaking with the people in the Library, Elly rejoins the party. The news on Fei is excellent, so return to the Sick Bay. It's time to thank Billy, but he's already left for the Orphanage. In a flash, the party's back on the Yggdrasil II, but Fei is in no shape to fight.



Orphanage

Suggested Level:

Goal:

Thank Billy for helping Fei.

(At Sea)

Griffon Rapid Fire

Death Scythe Airwalk

(Outside)

Planter

Weis

Etone

Ripper

Lil' Allemange

Mammoth

Ethos Doctrine
Book (Book 3)
Fun Picture Book
(Book 1)
Old Comic Book

(Book 2) Tag Badge



Steer the ship southeast from Ethos H.Q., directly to a yellow site marker located in the southwest portion of the World Map. Look for a house with a red roof and a spinning windmill on a small island.

Enter the Orphanage and speak with Billy. You'll learn some new information from Sigurd and Jessie. If Citan is with the party, he leaves and Rico returns. Upgrade Rico with some new weapons, armor, and accessories if he's been

away a while. Before leaving this room, climb the ladder to a wooden catwalk. Talk to the child there to receive the Fun Picture Book (Book 1).



Sigurd
"Barti!
Youdrap!!'s ruder picked up
to tame of a tuge ship!!"

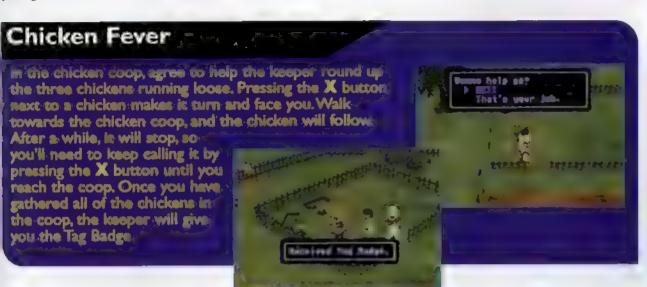
Go through the next door in the Orphanage into a room with some bunk beds. Inside this room are two doors to the east and one to the north: the first door east leads to Primera's room, the other to the bathroom. In Primera's

room, trade the Beli Amulet to the boy for the Ethos Doctrine Book (Book 3).





Back in the bedroom, check the bathroom door. A child will give you the **Old Comic Book** (**Book 2**). You can try to flush the toilet if you like, but make sure you lift the lid before you go.



Go back into the Orphanage and go through the door into the room with the bunk beds. Go through the door to the north, walk up to the green bookcase, and press the **X** button to make Billy appear. Bishop Stone arrives and wants Billy to do away with the troublesome Reapers that have been plaguing the area. Back on the Yggdrasil, go to the **Gun Room** (the bar area). After speaking with Sigurd and Jessie, Sigurd then breaks up the party. You'll appear in the Rest Area of the Yggdrasil II.



Return to the Gun Room again, and talk to Citan and Billy at the conference table. After Billy's moving story, he joins the party. Now create a party of three, which must include Billy (Fei cannot be selected). Immediately check Billy's equipment to see if you have any upgrades in your inventory.



Reaper's Ship

Suggested Level: 42

Goal:

Eliminate the Reapers and the Wels.

Abandon Wels Shellbelle B&JM10S Ammo
Chest in meat locker
Survival Tent
Chest in meat locker
Penguin Coat
Chest in first room
Cabin Key
Bag in small hall
Silver Beret
Chest in small hall
ShotG60 Ammo
Chest in small hall



Climb the ladder to the deck of the Yggddrasil II and agree to board the Transport Ship. Once aboard, halfway up the room (north), there's a switch along the east wall that turns on the lights and unlocks the A Door at the far end of the room. Head north and knock the crates out of the way by jumping into them. Go east and activate the switch on the wall. Climb the ladder at the end of the room to emerge outside on top of the Reaper's Ship. If you go through the north door at the end of the room, you'll find a Memory Cube.

When you reach the roof, go north and climb down the hatchway into a meat locker. Dodge the moving meat and head for the south end of the room. All of the B Lock doors won't open, so activate the control panel on the east wall, and unlock the doors in the room.

COMBATS GALORE

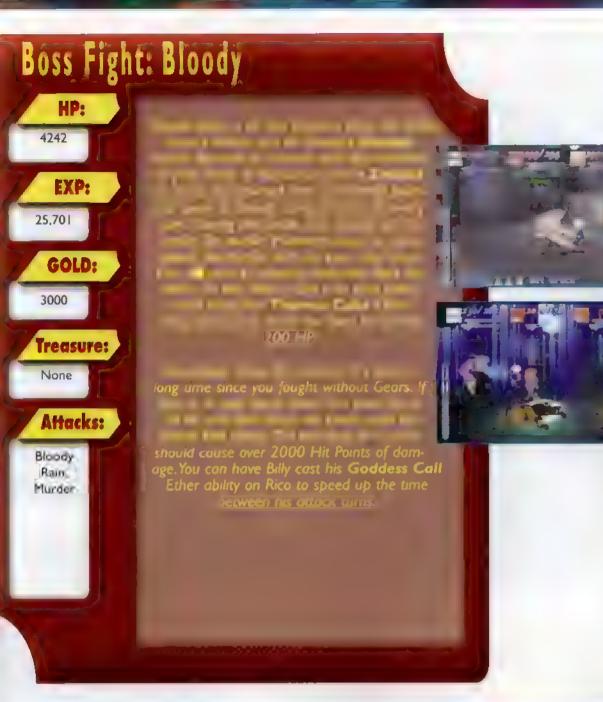
This location is highly combat-intensive, However, this newards are satisfying, and several boosts in levels and stats will result.



Go north through the unlocked door to a hallway with seven doors. Search all the rooms, with the exception of the door at the end of the hallway. (That **Silver Beret** will look just perfect on Elly.) To get through the end door, "run" into it (by pressing the button) several times.

Go north through the next room and go through the door, and then climb the ladder to the deck. Note that this is the party's only choice, because both doors are locked. To the north is a Memory Cube, so save your game if you desire, and then go southwest and jump down into the pipe that flips open as you approach it.





After defeating Bloody, climb the ladder out to the Memory Cube, save your game, and then jump back down into the room where you fought Bloody. Go to the door at the south end of the room, and press the X button. At this point, Billy's Gear, Renmazuo, is summoned.



Boss Fight: Giant Wels 7000 EXP: 77,103 (628 GOLD: 28,000 Treasure: G-M686 Gun Attacks: cause this Boss to grow, which increases Steal Puel



Return to the Ethos H.Q.

Suggested Level:

Goal:

Draw out Jessie for important information.



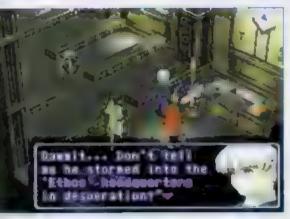
Gold Nugget
Bag in Etone's room
Aquasol DX
Chest outside
Etone's room
Seal Ar

Chest outside Etone's room

Ifter returning to the Yggdrasil II, head for Margie's room, which is next to the Gear Hangar. It this point, you can change party members by speaking with her. Also, don't forget to speak be Billy's sister Primera. Now back in control of the Yggdrasil II, return to Ethos H.Q. Before you go, service the Gears at the Gear Shop.)

HIDDEN CHESTS

Have you noticed the secret passages behind the dressers in most rooms? Now you can find out where they go. Head west from the infirmery and explore to find a few extra items.



Upon entering the Ethos H.Q., you'll notice that everyone at the entrance is dead. Go through the north door, and then through another door to the west. Along the way, you must defeat some Etones and Assasins. Go west down the hall and through the first open doorway on the south side, and then down the stairs. At this point, some Assassins attack. When you're finished with them, continue east past the infirmary and through some double steel doors. After checking the north hall for two survivors, head through the double doors to the east. Take the elevator down and enter the first room to the east around the corner.

t this point, Citan and Elly how up and then Jessie ppears and does his thing, oon thereafter, the mayhem legins. When Bishop Stone ppears, attack!





After catching a glimpse of the Solaris Mobile Gear, **Alkanshel**, you'll automatically return to he Yggdrasil II.

Suggested Level: 47 Goal: Prepare to assault Zeboim, the Ethos Dig Site.



Once aboard the ship, you'll witness a heavy attack on the Thames, led by **Krelian**. Now it's time to head south to the Thames.

STOCK UP AND UPGRADE BILLY

Head to the Geer Hanger on the Yggdrasii ii, and upgrade Billy's Geer to 7200 HPs and 2500 Fuel. Stock up on essentials like Omegasols, Zetasols, and the higher grades of Aquasols and Rosesols.

After docking with the Thames, head to the Bridge and speak with the Captain and Hans for information on your next stop.





After leaving Thames, steer to the north. Your next destination is the metal building on a small island called the **Ethos Dig Site**, also known as **Zeboim**.

Ethos Dig Site

Suggested Level: 47

Goal:

Discover Solarian plans.

(Outside):

Planter

Etone

Mammoth

Griffon

Wels

(Inside):

Gebler Guards

Shellbelle

Carrier

Hammerhead

Phobia

B&JM686AA Ammo

Chest in hall

Sleep Guard

Chest in side room

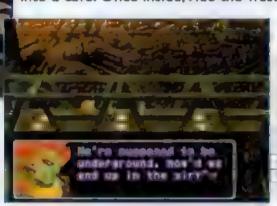
Panalphasol

Chest in Memory

Cube room

Black Snake
Chest in side room

This place is a huge labyrinth, full of tough enemies. From the entrance, go west and ride the elevator to the bottom, and go into a cave. Once inside, ride the west elevator down, and



then exit the elevator. Now enter the east door, cross the bridge, and then follow the path to a room with a Memory Cube. Go through the east door to find a Gebler Guard in your path. Eliminate the guards, and then enter the elevator through the south door.

PHOBIA

This odd creeture gets healed when hit with melee ettacks four only choice is tarhed it ising Aquasols or a healing ability, which quickly eliminates the measter.

kit the elevator and then exit the next hall. Open the chest to the west, and then fight the lards to the east. Continue to head to the east until you reach another guard. Proceed buthwest and then head through the first door to the south. If you go west instead, you cannot a **Sleep Guard** in a room at the end of the hall.

BLOCKERS

for this dungeon, equip anything that blocks Ether attacks, like poleon, and sleep

cit the stairwell, head west at the "T" intersection, and then o north at the end of the hall. This path leads you to a pair of Gebler Guards. Fight past the guards and you'll find a emory Cube and a chest in the room just beyond it. Exit the Memory Cube room, and take the first door to the porth. Go down the stairs and select "Execute" when compted. Then return upstairs and head west to the first from on the northwest side of the hall. It's here that you can eset the emergency level by interfacing with the computer erminal.

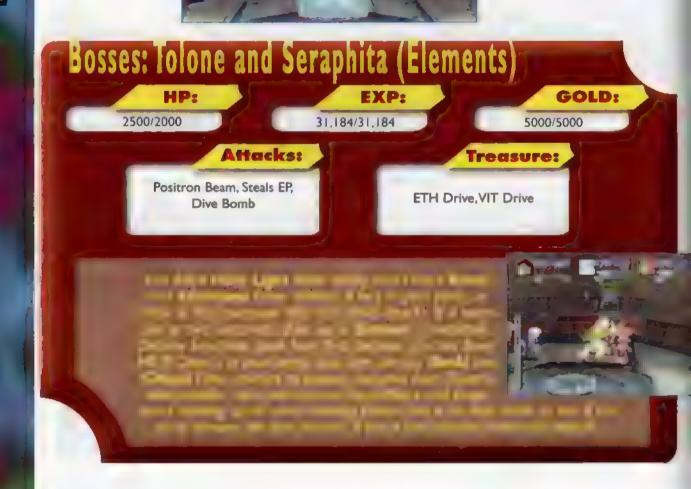




Head back to the stairs and go down. You will now be able to get through the door. As the next Boss fight awaits, take this opportunity to equip some items that block Ether wind attacks!

Enter the gray door to the southwest. Walk up and face the center of the computer terminal and press the **X** button to engage a short scene. Leave this room and go through the brown door to the south. Go through the green

transparent doors, walk to the tube, and then examine it by pressing the X button. At this point, Bishop Stone appears and summons Bosses Tolone and Seraphita.



or defeating Tolone and Seraphita, exit the lab area and backtrack to the Memory Cube m located upstairs. You'll want to heal and save before moving on with the game. Now you

must backtrack out of the area. Head west from the Memory Cube room and follow the corridors back to a staircase leading



up. From the top of the stairs, head to the east, which leads to an elevator. Exit the elevator and then head west through a door to a Memory Cube room that should look familiar. Make sure you save and heal again before moving on. Head through the door on the south end



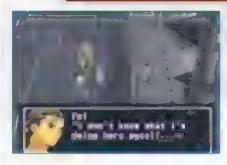
ne room, and follow the path back to the bridge you crossed our way in.



After the battle, exit the bridge to the east and take the elevator up. After exiting the building, you'll appear on the Deck of the Yggdrasil II. Don't forget to save your game on the Bridge!

Suggested Level: 50 Goal: Head for Babel Tower.

		Gear 5 (After Alkansh		ed)	
Fue	ı	Arm	or	Weapo	ns
Engir	ne	Z Alloy 30/10	10,000G	G-M10A Ammo	1000
E20-2700	4000G	XMS 30	8000G	G-M10S Ammo	
R23-3000	6000G			G-M686A Ammo	
Y28-2200	6000G			G-GG040 Ammo	
Fram	ne .			G-GG060 Ammo	
WELT-07300	6100G			BSnake GWhip	68000
WELT-08700	8000G			SBlood GWhip	76000
VIER-07000	5200G			Parts	
VIER-08400	7200G			A Circuit	2500
HEIM-07800	6700G			D Circuit	2500
HEIM-09200	7700G			E Circuit	2500
BRIG-07700 BRIG-09100	6300G 7100G			Lens Cover	25000
STIE-08200	7100G			Engine Guard	50000
STIE-09800	8300G			Tank Guard	30000
RENM-08600	7600G			Ar Repairer Frame HP10	40000
				Frame HP30	7500
				Frame HP50	12500
				Traine in 50	12300



Once on the deck of the Yggdrasil, go down through the open hatchway, and then proceed to the Gear Hangar. Search out Weltall from the back, straight ahead from the entrance.



Tou can choose Elly and Rico or Bart and Rico so escore Billy, because their Gears (for the most part) can cure. Their sombos inflict excellent damage against the next Boss.

Boss Fight: Alkanshel

HP:

10,500

EXP:

132,549

30,000

GOLD:

Treasure:

E Circuit

Attacks

Seal, Mass Limit, Power

Loss, Slow





CHECK IT OUT!

Definitely visit the Gear Shop in the hangar. You'll find terrific upgrades across the board to raise everyone's Gears to a much loftier level.

REVIVING A DOWNED GEAR

There's no skill, ability, accessory, or item that enables a combat perticipant to revive it

At this point, Fei finally returns to the mix. After selecting your party members, go into the Gear Bay and purchase some new equipment.

NOTE

Fershould now be at a level that a higher than it was when he was seriously injured by Ramsus. Note that idle heroes do not fall behind the power curve. This really helps when the quest's storyline forces you to include a new hero in the current party.

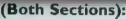
On the Bridge, speak with Sigurd to take control of the Yggdrasil II and then head east of Zeboim to a tower on a lone island.

Babel Tower (First Section

Suggested Level:

Goal:

Push through to Babel Tower's Second Section, and on to Shevat.



Conjurer **Fuel Tank** Traffic Jam Gun Drone





Outside the tower, walk to the east and press the X button to enter Babel Tower. (Inside, if you fall from a path or platform, you'll end up back at the beginning.)

very lew places require more jumping skill than Babel



Walk to the southeast along the platform to the end and jump down one level. Walk to the west and take the first path south, where you'll find a treasure chest containing Ether Ar. Continue to the south and jump the gaps until you go through an archway. On the other side of the archway, you'll see a dangling rope.

ump over to automatically grab the rope. Push the D-pad left and right to swing the rope back and forth. As the rope swings to the right past the concrete archway, press A when the rope is fully extended to the left to jump over to the narrow platform.



Both sections

Ether Ar

Chest near entrance

Earth Veil Ar Chest near

entrance

Lite Ar+1 Chest near entrance

Thunder RodG

Chest on top of tunnel

Gold Nugget Chest in control room

Ether Ar

Chest in shuttle

Beam Jammer Chest in shuttle

Old Circuit

Chest in shuttle cockpit

Gold Nugget

Chest in shuttle cockpit

Ground

Chest near second entrance

02 Cylinder

Chest in pit room
Gold Nugget

Chest in pit room

E Circuit

Chest in pit room

Veil Doubler

Chest in halls

Wind Veil Ar

Chest in halls

Ice RodG

Chest in suspension

room

Fire Veil Ar

Chest in suspension room

Stone RodG

Chest near Robot G-MIOS Ammo

Chest above Robot

Gold Bullion

Chest behind wall above

Robot

G-GG060 Ammo

Chest behind wall above

Robot

Flare RodG

Chest in pit above

Robot

Water Veil Ar

Chest on ledge above Robot



after reaching the platform, go southeast, then continue northwest until you reach a steel eam that tilts when you step on it. Stand at the far left side of the steel beam, and then as he beam begins to rise, run up along the beam and quickly jump to the other side, slightly to

the left. If you leap off the very end of the beam, you can get

to the chest resting on top of the tunnel.



Valk to the north to the lip of a ledge with a ope above you. While under the rope, grab it to





utomatically climb to the top.

From the Memory Cube, walk west to the edge, and exit your Gears. Walk northeast up to the small metal door and press the X button to go inside. Once inside, walk to the large monitor on the north wall and press the X button to discover that you're inside the Relay Station Control Room.

To the south of the large diagram on the wall are some more erminals. Jump to the upper level so that you're standing in ront of the gray open junction box and press the X button. This causes a shuttle to rise out of the water.

xit the Relay Station, mount your Gears, and walk off the west edge. Then jump up over the wooden crates to access the shuttle. While inside the shuttle, use the large crates to nake your way to the top.





Exit your Gears near the north side of the room, and climb the backside of the small ladder to the small door above.

Hop into the driver's seat on the right side of the cockpit. (Keep in mind the game's origin; in most countries, the driver sits on the right side.) Face the glowing computer terminal on the right, and press the X button to activate the shuttle. After a scene occurs, you'll appear back in your Gears, prepared to fight with the Boss, Ramsus.



After the battle, use the Memory Cube, and enter the second section of Babel Tower.





Babel Tower (Second Section)

Once inside, follow the passageway east until ou reach a pit with a treasure chest. Drop lown into the pit, exit your Gears, and press he **X** button to enter the door in the north vall. Jump down to the lower level and go all he way south.

ump onto the second computer terminal from he south. Face it, and press the **X** button. Next, work your way north, facing the computer terninals and pressing the **X** button in front of hem. The final computer terminal will display 'Done' when you're finished.



FUEL CONSERVATION

Conserve your Fuel, Charge, or even Escape. A Self-Repairing Robot is up ahead, but there are lots of enemies to battle before then. Look for Fuel Tanks, because these enemies counterattack by refueling your Gears. Hit them with weak attacks to take full advantage of them. You may also want to completely refrain from attacking the Fuel Tanks so that you can fully repair/recharge during these easy fights.



To exit the room, hop onto one of the small ledges and then onto the stairs. Get everyone back in their Gears and jump up onto the pipes to get out of the pit. Continue heading to the south, through the door at the end to a pit. Fearlessly drop down to the bottom—take our word for it.



At the bottom, open the chests to the north and then follow the passageway to the south, up an incline, and through the door at the end. Follow the next passageway to the south to a mess of pipes leading up. Use the pipes as steps to reach the next level, and then continue south into the next area. You are now in a room with a circular platform suspended in the middle.

Work your way to the other side of the room by jumping down onto the circular platform and walking around it to the other side. (There's a nice rod for Elly, and some terrific armor in the chests.) Jump up and go through the door in the south wall to a huge room with a Self-Repairing Robot (Fuel and HP restoration only).

From the robot, go east up the stair-steps and follow the path south until you can drop down a level. At this point, you'll see a Traffic Jam enemy (green pod) below you. Jump on top of it, defeat it, and then ride it up. At the top of its path, use the \(\textstyle \) button to jump onto the pathway to the east.



TRAFFIC JAM LANDINGS

This is the first of five green pod landings. Walking forward and dropping down will not work; Fei will undershoot the pod. If Fei uses a Big jump, he will overshoot the pod. The method of choice, in our opinion, is a standing jump.

Follow the pathway to the north, and avoid falling off an edge. Jump from the pink path to the gray path to the north to find another green pod. Jump onto it, defeat it, ride it up, and jump off to the west. Follow the path to the south, but don't miss the hidden chest tucked away behind the short wall. Jump onto the pod on the south side, defeat it, ride it up, and hop off to the south.



JUMPING FRIGHT

if you're not sure where to jump all, just relat. While on the green god, let a descend back to its starting point. Shortly thereafter, it will rise up again.



Work your way back to the north until you find another green pod. (Don't miss the two hidden chests on this level!) Jump onto the pod, defeat the enemy, ride it up, and jump off to the east. Go south and jump across the gap to the chest. Then climb to the east until you're on the very top of the ledge. If you look closely, you'll see another green pod down below and between the gap. Close your eyes, and go for it!



After a successful landing, defeat the enemy, ride the pod up, and jump off to the south. After several more jumps along the southern path, turn to the west to find two pipes that you can climb. (Select the "Climb" option to go up the pipes.) At the top, use the Memory Cube to save your game, plus take this time to restore Gear Hit Points with Frame HPs. Now it's time to step into the middle of the platform to fight the Boss, Seibzehn.



Suggested Level:

53

Goal:

Get recruited against Solaris by Queen Zehpyr. Pass through to the Shafts.



Weapons/Accessories

Thunder Rod	2200G	EthEarth Ammo	1000G
Stone Rod	2200G	EthFire Ammo	1000G
Flare Rod	2600G	EthWater Ammo	1000G
Ice Rod	2200G	War Mail	1800G
Dynamite Rod	4500G	War Helm	600G
Silver Blood	2800G	EtherStone	500G
EthWind Ammo	1000G	AntiEtherstone	500G

Gear Shop

E		40	1
	ш	╚	ı

Engine

B30-4200 10,000G K35-3500 12,000G

Frame

WELT-10400	89000
WELT-12400	11,3000
VIER-09800	8100G
VIER-120000	10,600G
HEIM-11000	9700G
HEIM-13000	11,200G
BRIG-11000	9900G
BRIG-13000	11,200G
STIE-11700	10,000G
STIE-13800	12,000G
RENM-10200	8600G
RENM-12000	10.700G

Armor

Z Alloy30/10	10,000G
XMS 40	10,000G
RX Metal 50	12,500G

Weapons

Thunder RodG	8200G
Stone RodG	8200G
Flare RodG	8800G
Ice RodG	8200G
Chrono RodG	10,000G
BSnake GWhip	6800G
SBlood GWhip	7600G
Danes	

rarts	
Ether Ar	1008G
Wind Veil Ar	5000G
Earth Veil Ar	5000G
Fire Veil Ar	5000G
Water Veil Ar	5000G
Power Magic	3000G
Veil Doubler	3000G
Magic Guard	3250G
Pilot Shield	4000G

Aguasof S x2 Tell a Chu-Chu the truth

Aquasol DX Tell a Chu-Chu the truth

Dusk Rock Take from doll Spider Web Buy for 50G Dawn Rock

Examine end of southwest spoke on Town Map

Dark Rock

Speak to a Chu-Chu to get a clue, then go fishing

Hidden Items

Power Crisis Panalphasol . Hob-Steak **Physimentsol** Samson's Hair Yamato Belt Hard Star Speed Star ETH Drive VIT Drive STR Drive ETHDEF Drive HP Drive **EP Drive** Chu-Chu Idol

ltem Si	пор
Aquasol S	100G
Aquasol DX	300G
Alphasol	1000G
Rosesol	100G
Rosesol S	300G
Rosesol DX	800G
Sigmasol	1500G
Zetasol	100G
Physimentsol	50G
White Star	500G
Brown Star	500G
Red Star	500G
Blue Star	500G
Hard Star	800G
Speed Star	1000G

1200G

1200G

1200G

1200G

50**G**

150G

Element Aero

Element Terra

Element Pyro

Omegasol

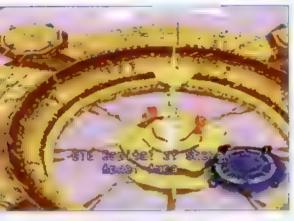
Survival Tent

Element Hydro



After defeating Seibzehn, you'll see Shevat. At this point, Queen Zephyr wants to see Fei. It's at this time also that Maria introduces herself. Step onto the circular stone in the center of the room, and press the X button to ride the stone elevator to the top.





The stone elevator deposits you on the Town Map. Enter the Old Capital of Shevat, Aphel Aura, and explore the town.

Speak to a green Chu-Chu in the southeast part of the plaza. If you choose the option "That's not necessarily true" to answer that land dwellers are not all great people, you'll receive a prize. There's also a Weapon Shop with terrific upgrades for Elly, along with War Mail and War Helms for everyone. The Item Shop is also fully stocked, as is the Gear Shop.

In the room full of Chu-Chu's, go down the elevator into a coastoral room dominated by a fountain in the middle. Walk conto the western balcony and speak to the woman who, for 50G, will give you a **Spider Web** that you can use to go fishing. (You may already have a Spider Web if you grabbed the one in Fei's house way back at the beginning of the game.) To fish, you must jump up onto the fountain so that you're on the very top.



NIFTY IN-GAME SIGHT AND SOUND DIVERSIONS

in Shevet, seek out the room below the room with the rocking horse. On the first floor, open the closet to find a mirror. Also, check out the jukebox in the Deep Sea Bros. Barries from your adventure.

Your goal is to find a room in a ruined house, which has a wooden rocking horse in it. Step on the stone elevator outside the Gear Shop that takes you down to an abandoned home. Cross the skybridge, and enter the door. In the first room, talk to the doll on the table to receive a **Dusk Rock**. Then go upstairs and go east through the door. After examining the wooden horse, Maria appears and tells you to meet her at the palace. Don't forget to check out the wooden cabinet after Maria leaves.

THE DARK ROCK

ture in the room full of Chu-Chu's. Once it gives you some clues about the rocks, go down the stone elevator in the same room: Speak to the woman on the western balcony and pay there 50G to get a Spider Web to use to go fishing, Jump to the top of the fountain and real fish at your first opportunity. You'll take the Dark Rock from the fish's mouth

THE THREE ROCKS

Once you have the Dawn, Dusk, and Dark Rocks, go down the first stone elevator you see when you first enter the Old Capital of Shevat, Aphel Aura: Go down the staircase and go through a doorway to the west. Jump on the stone elevator and press the X button to insert the three rocks. Choose the option to go up, and you'll be taken to a hidden more (Wiseman's room) filled with lots of items.



Back on the Town Map, face the white statue and press the X button to enter Shevat Palace. Once you reach the top of the elevator, speak with Maria and then follow her through the double doors. Speak with Wiseman and Maria, and then go north to enter the next set of double doors.

A Well Deserved Rest

Arm you looking for a Memory Cuber Well you're in lucid There's one in the first room to the sast of Queen Zephyr's chambers You can also rest for free in the beds located there

Queen Zephyr wants Fei to take on Solaris. Afterwards, leave the room and enter the door to the west (across from where Wiseman is standing). Climb the stairs to the very top to speak to Maria.



Head down to the Memory Cube room east of Queen Zephyr's chambers in the main hall and save your game. In the morning, return to Queen Zephyr's chambers and when she asks if you're all right, select the "My Heart Is Set" option. After a conversation, you're forced to leave one of your characters behind as Maria and Fei must be in your party.

On your way out of the Queen's chambers, a Chu-Chu will give you a last chance to buy items, weapons, armor, and Gear Parts if you speak with it. Use the central elevator to return to the Town Map, and select "Shevat Lower Floor—Central Dock Entrance." As your party descends, Maria will stop the elevator and open up a hatchway that you can climb through.



Suggested Level: 53

Goal:

attack.

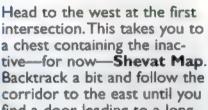
Reach the Generators, and stop the Gebler Forbidden Gimmick Tears

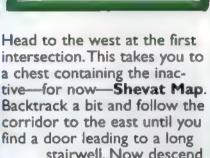


Head to the west at the first a chest containing the inaccorridor to the east until you

> stairwell. Now descend the spiral staircase and exit through the door at the bottom. Proceed north to the intersection

and then head to the west to the corridor's end, and take the elevator down. At the bottom, head to the west and climb down the ladder to reach a Blue Crystal. Use the crystal to reverse the direction of the room's rotating blades.





OUT OF DANGER

■ you're ever in need of supplies on rest, you can hop back onto the elevator at the Shaft's entrance to return to Shevat.

Walk onto a rotating blade, and then jump onto the east ledge to the other side. Descend the ladder and ride the elevator down to re-enter the Shafts, where the Shevat Map now works. Go south to the first intersection, then head to the west and enter the first door along the south wall. Descend the spiral staircase and exit the stairwell through the doorway to the south. Follow the corridor west to a "T" intersection, and then head to the south and follow the path to a chest containing a useful Economether. Equip Maria with this item to reduce her EP usage by one half, because her physical attacks cause very little damage. Backtrack up the stairs and head to the north until you reach an elevator and select the option to go down.



Chest west of entrance

Oueen's Rod

Chest near elevator

Battle Apron

Chest in 2nd part of Shafts

Ruby Helmet

Chest in 2nd part of Shafts

Aguasol DX

Chest in 2nd part of Shafts

Rosesol DX

Chest in 2nd part of **Shafts**

Whip Lasher

Chest in 2nd part of Shafts

Economether

Chest in 2nd part of Shafts

Gimmicks

The enemies called Gimmicks have extremely high defenses; however, they possess a paint 6 Hit Points. Spend all six of your character's AP on weak attacks (using the A button) to quickly eliminate these enemies.

Take this opportunity to save your game at the Memory Cube, then head to the east by jumping over the elevator and the two gaps. (If you don't make the jump, climb the ladder to the west.) Descend two more ladders and approach the rotating blades to the west. Carefully time your jump onto one of the blades and then stand at the very edge of the blade so that you don't get knocked off by the cement ledge. Ride the blade around and wait until you're about to hit the wall, and then quickly jump to the next set of blades. When timed correctly, a blade should just be coming out of the wall. (If you don't make this, climb the ladder to the southeast.)



MARIA IN THE PINCH

Maries physical attacks clearly lack power. Keep her high in Ether Points, and launch her "Robo" Control attacks frequently. To conserve EP, pick up the Economether in the second part of the Shafts. This handy item cuts the weerer's EP usage in half.

SHED THE TEARS

Finish the mage-clocked Tear quickly. At some point, it powers up, and unleashes a devatating attack against the whole party.



After taking the elevator down, head to the south down the corridor, go through the door, and take the spiral stairs down to the lower level and exit through the doorway to the east. Follow the corridor east and then south to the end. Go through the doorway and head down a second set of spiral stairs, then exit through the doorway to the south. At the next intersection, you'll find a Memory Cube to the west and a hatch leading to the hangar area to the south.

After saving your game, jump into the hatch. In the hangar area, enter the west door and follow the path to the west. Then, to everyone's surprise, Dominia appears! Shortly thereafter, though, Jessie makes another appearance. Afterwards, you'll receive Maria's powerful Gear,

Seibzehn.

The Big Payoff

Both experience points and Gold are abundant in the Shafts. Lingur here until your ingrate tere have increased several levels and have stuffed their wallets.

Generator Battles



At this point of the game, you're automatically returned to Queen Zephyr. All the heroes, even Chu-Chu, agree to repel the attack against Shevat's four generators. However, Maria is in for a big surprise!



ITAN'S INTELLIGENCE:

Senerator I: Two small Gears and Solaris troops. Hit them hard and fast.

Senerator 2: Three White Knights, fast and maneuverable.

Large Gear with a special attack, and a White Knight.

Large, powerful Gear and two White Knights.

Giant Gear: Nothing.

Senerator 3:

Senerator 4:

elect four party members to battle the first four Bosses one-on-one. (Maria is asked not to articipate.) Make your selections carefully.

AKE YOUR BEST SHOT:

Generator I: Elly

Generator 2: Bart

Generator 3: Citan, or anyone with high

Agility. Rico (although slow) has healing and powerful

attacks.

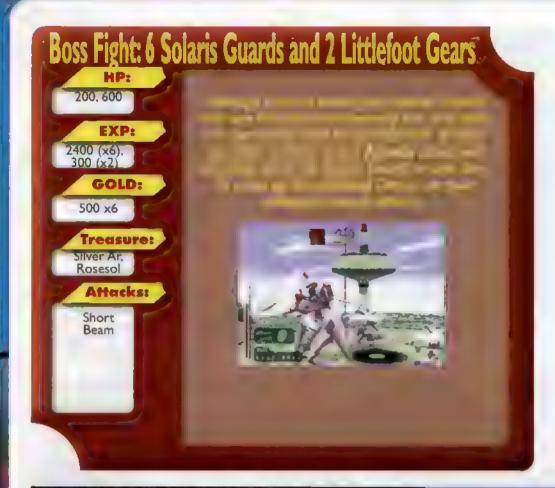
Generator 4: Fe

defore entering these battles, return to Shevat, ipgrade your Gears (if necessary), and rest and ave in the heroes' suite. Only after your troops re sufficiently rested should you return to Jueen Zephyr. When you reach the combat ite, the Shevat Town Map, you get to choose the order of the Generator Battles. (If you've shosen the correct Gear for each mission, this makes no difference.)

Because this is essentially one fight and your but, feel free to use **Booster**. If the party has appraised their Gears to the maximum obtainble, these battles are not too difficult.

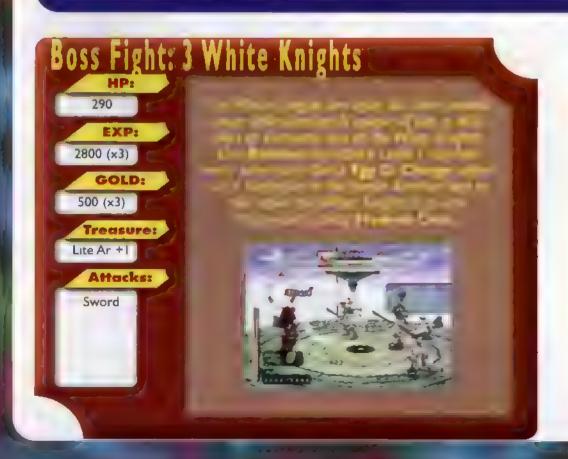


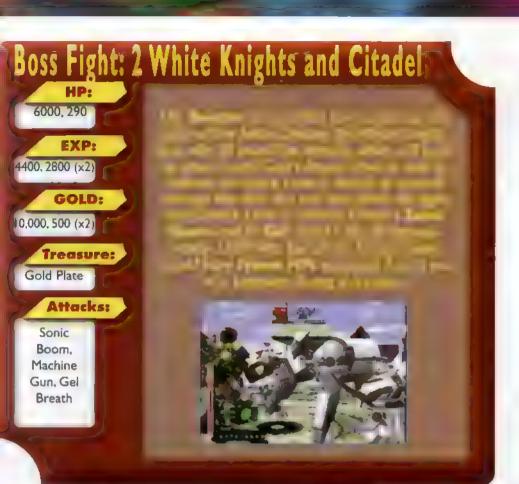




EQUIP THE SPOILS

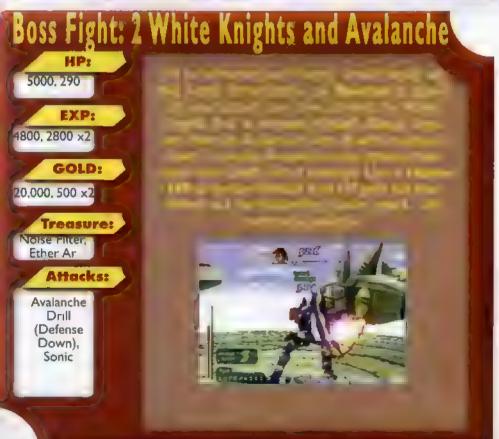
When Bart (or whoever you chose so light the second battle) gets their chance to light take a moment to equip that shiny, new Silver Ar that Elly worked so hard to get. Do the same before all the upcoming battles.





TROUBLE DEFEATING THE GENERATOR BOSSES?

Tyou keep getting whomped during a particular battle, choose that conflict lines after the game is reloaded. Change the hero to be involved until you win the battle.



After defeating the four Bosses, Chu-Chu gets into the act and fights a Gear.



Return to the Yggdrasil II via the Town Map's Shevat Lower Floor Central Dock Entrance.



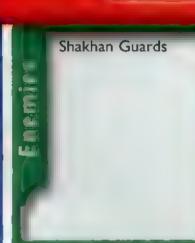


Protect Nisan

Suggested Level: 55

Goal:

Pass through to the Mausoleum



None Rest for Free (After Mausoleum)

Item Shop

Aguasol S	100G	Zetasol	100G	Speed Star	1000G
Aquasol DX	300G	Physimentsol	50G	Element Aero	1200G
Alphasol	1000G	White Star	500G	Element Terra	1200G
Rosesol	100G	Brown Star	500G	Element Pyro	1200G
Rosesol S	300G	Red Star	500G	Element Hydro	1200G
Rosesol DX	800G	Blue Star	500G	Omegasol	50G
Sigmasol	1500G	Hard Star	800G	Survival Tent	150G

Accessory Shop					
Thunder Rod	2200G	Silver Blood	2800G	War Mail	1800G
Stone Rod	2200G	EthWind Ammo	1000G	War Helm	600G
Flare Road	2600G	EthEarth Ammo	1000G	Ether Stone	500G
Ice Rod	2200G	EthFire Ammo	1000G	AntiEther Stone	500G
Dynamite Rod	4500G	EthWater Ammo	1000G		

Gear Shop (After Mausoleum)

Fuel **Engine**

B30-4200	10,000G
K35-3500	12,000G

Frame

WELT-10400	8900G
WELT-12400	11,300G
VIER-09800	8100G
VIER-120000	10,600G
HEIM-11000	9700G
HEIM-13000	11,200G
BRIG-11000	9900G
BRIG-13000	11,200G
STIE-11700	10,000G
STIE-13800	12,000G
RENM-10200	8600G
RENM-12000	10,700G

Armor

Z Alloy30/10	10,000G
XMS 40	10,000G
RX Metal 50	12,500G

Weapons

Thunder RodG	8200G
Stone RodG	8200G
Flare RodG	8800G
Ice RodG	8200G
Chrono RodG	10,000G
BSnake GWhip	6800G
SBlood GWhip	7600G

Parts

Ether Ar	1000G
Wind Veil Ar	5000G
Earth Veil Ar	5000G
Fire Veil Ar	5000G
Water Veil Ar	5000G
Power Magic	3000G
Veil Doubler	3000G
Magic Guard	3250G
Pilot Shield	4000G

No longer the Yggdrasil II, you actually board the Yggdrasil III, a combination flying ship/submarine.

YGGDRASIL-III CONTROLS

A Thruster Moves ship forward.

R2 + △ Thruster Moves ship backward.

LI & RI Rotate the view.

Up Makes ship descend.

Down Makes ship ascend.

Left Turns ship to the left.

Right Turns ship to the right.

Disembarks the party onto the World Map.

X Reboards the party from the World Map.

Displays the Bridge.

Speak with Sigurd to reacquire control.

EXPLORE THE WORLD

Because the Yggdrasii ill can fly, now is an excellent time for a long-distance, encounterfree ride throughout the World



Fly to Nisan, the city surrounded by water that is located in the northwestern portion of the largest continent on the World Map. Enter the town and defeat all of the guards (about six sets of four guards each). Fei, Bart, and anyone else (except Citan) should head for the Mausoleum. Take either of the side exits out of Nisan to reach the circular road that leads behind the Cathedral. Speak with Margie on the Town Map and you'll automatically be taken just inside the Mausoleum.





Mausoleum

Suggested Level:

Goal:

Use the Fatima Jasper, find Margie, and enter Ignas' Gate Cave.

Shakhan Guard Shakhan Monk Freelancer

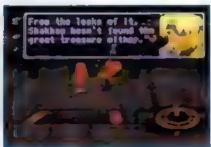
It's a long walk down a lot of stairs before you actually reach the Mausoleum. Once you reach the Mausoleum's entrance, ou can either ask Margie to open the door, or try to figure it out for yourself. Either way, once the door is open you should ead inside. Your first challenge is a large group of Shakhan Guards and Shakhan Monks. Defeat them all, and you'll discover the missing villagers. Once they've returned to town, hop not the elevator located in the center of the room and use it o reach the Mausoleum's inner sanctum.





collow the corridor south and go through the door to the corth at the end. Bart and Margie each use their half of the catima Jasper to open the Jasper Lock. Go north through the now unlocked double doors and go north through the text door. Follow the path to an intersection. Take the west branch and go through the door to enter a control room, where you'll find a Memory Cube and a chest. Go down to the lower level and search the computer terminal just to the light of the center. Exit the control room through the north loor, and follow the hall to an intersection. Go to the east at the intersection and enter the door at its end.





Desert Worm

Chest in control room

DeathBlowerI

Chest in Energy Block

Tool Guy Items

Aguasol S Aquasol DX Alphasol Rosesol Rosesol S Rosesol DX Sigmasol Zetasol Physimentsol White Star **Brown Star** Red Star Blue Star Hard Star Speed Star Element Aero Element Terra Element Pyro Element Hydro Omegasol Survival Tent

Tool Guy's Weapons/ Accessories

Thunder Rod	2200G
Stone Rod	2200G
Flare Rod	2600G
Ice Rod	2200G
Dynamite Rod	4500G
Silver Blood	2800G
EthWind Ammo	1000G
EthEarth Ammo	1000G
EthFire Ammo	1000G
EthWater Ammo	1000G
War Mail	1800G
War Helm	600G
EtherStone	500G
AntiEtherstone	500G



Ride the No. 2 Elevator Block up and exit into another hall, and then head southwest at the intersection and enter the Energy Block. Follow the corridor to the east and pass the first three doors, making sure to enter the fourth door. Head northwest down the hall and check the door at the very end. Turn around and enter the other door in the hall to find another Jasper Lock and a Memory Cube. Once Bart and Margie activate the Jasper Lock, return to the locked door southeast across the hall. Head south from the door until you reach a dark depression in the floor. Follow the dark path to the southwest to enter a new area.

Search the wall between the Gear's legs. Suddenly all the computers and lights turn on. Exit the Gear's room and then head northwest out the door along the west wall and back into the hall. Then go southwest down the corridor and exit

back into the curving hall. Now go to the northwest and follow the corridor to the end. Enter the No. 2 Elevator Block and head southeast, veering east at the intersection to reach the No. 2 Elevator, which you take down to the Power Block.



COMBAT FREE ZONE!

As creepy as this place is, there's not it single battle to worry about. But, something will happen shortly to eliminate the calm

Exit the elevator and head to the northwest at the intersection to find the control room again. The "Tool Guy" is now there. Purchase any needed items, weapons, armor, or accessories. Search the computer again, and then sit back and watch in disbelief.

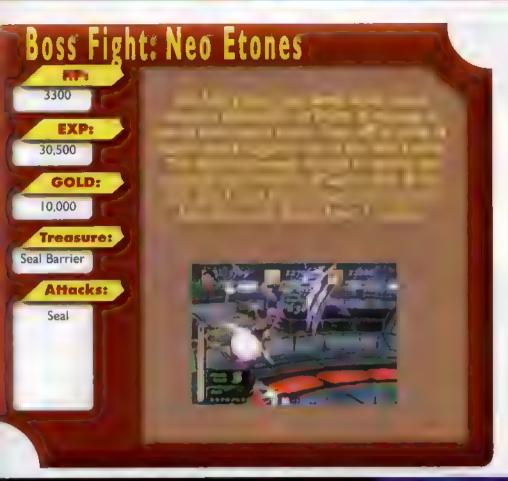
Shakhan's minions now fill the complex, so get ready for some combat. Exit the control room through the north door and head for the No. 2 Elevator (east at the intersection). Then ride the elevator up and then head west to an intersection. Head southwest and enter the door at the end of the hall, which leads to the Energy Block.



After following the corridor to the east, enter the fourth door along the northeast wall and fight your way through the hallway until the party is surrounded.



You'll then appear in a room with the Memory Cube and a Jasper Lock. After Bart and Sigurd unlock the door outside, exit to find Citan and Sigurd next to a door to the southeast. Go through the door to enter the large hangar, and the team will automatically run to the Omnigear's hangar. At this point, Bart takes control of the Omnigear Andvari.



GEAR UP!

After the bettle, Bere obtains the Andvari Gear for good. Back in Nisan, you can alter your party by speaking to a character you want to include in your party. For now you should consider choosing Fel, Marie, and Bart because they how sontrol the strongest Gears.



THEY'RE BACK!

Because the heroes liberated the townspeople, hit the Tool Shop. You'll find new products for characters and Gears. Expended Gear Fuel after the last battle was not replenished, so be sure to tune-up.

Exit Nisan, and then walk to the west to find the Ignas' Gate Cave. Save your game on the World Map, climb into your Gears, and then enter the cave.





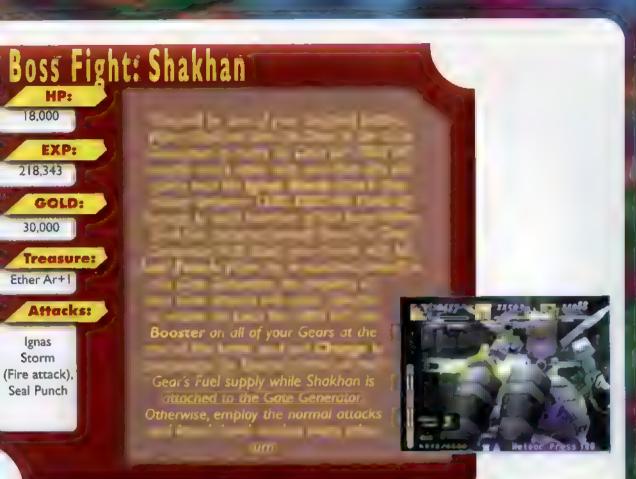
Proceed to the north to step right into the middle of an ambush. It's now time to prepare to battle two **Neo Etone Gears**. These Gears are the same as the ones you fought in the Mausoleum.



PREPARED?

Straight sheed is a very difficult Boss. If you expend a lot of Fuel fighting the Neo Etones leave the cave and return to Nisan—don't worry, the Boss will wait for you! Equip WaterVeil Ar or accessories that protect against fire Also, equip the Seal Armor takes from defeated Neo-Etones.

After the battle, follow the path north past the flashing panel in the floor and go through the blue double doors at the end, the **Gate Room**.



IFINITY ATTACK LEVEL

fou let your Attack Level increase over Attack Level 3, you may see that you have nieved an infinity Attack Level. To learn more about an infinity Attack Level, please see lear Tactics" in the Game Basics section of the strategy guide.

After the battle, you'll appear outside the gate. Now it's time to exit out the cave the way that you entered.



The party decides to destroy Gate #2, located at **Babel Tower**. Fly to Babel Tower and the party will be dropped off on what should be a familiar landing zone. The group splits into two parties of three each. Fei, Citan, and Elly comprise one party.



WAIT A SECOND!

Before you head into Babel Tower you need to perform a last minute equipment check. Elly's Gear should be equipped with the Flare Rod weapon. If you don't have it, you might want to find it. You may also want to equip armor that protects against Water attacks:

LET'S PARTY!

After entering the doorway along the east wall next to the Memony Cube, you must choose your second party which must include Billy. The best two other characters to choose are Maria, for her Gear's massive strength and punching power, and Bart, because his Gear has great all-around abilities.



Once inside Babel Tower, follow the corridor to the east and then south. Drop down into the first pit that you see, exit your Gears, and enter the door along the north wall. In the computer room, Citan adjusts the mirror while Billy prepares to fire the Ft. Jasper cannon. Now it's back to Fei and Elly, and a rather nasty series of Boss fights.

GET READY!

Elly, who's required in this part, has a big problem against Kelvena in Marinebasher. Of all her rods, only the Flare Rod will damage Marinebasher, while the other rods seem to heal. The first and third battles are against these same enemies; lucky for them, they heal up between battles. However, Fe', Elly, Marin, and Bart, do not heal up.

Boss Fight: Dominia (Bladegash) and Kelvena (Marinebasher)

HP:

4000, 5000

EXP:

26,000, 26,000

GOLD:

5000 (x2)

Treasure:

EP Drive

Attacks:

Bladegash (Elemental Sword Attacks, Heal), Marinebasher (Water Bubble, Tidal Wave, Heal)





Boss Fight: Seraphita (Grandgrowl) and Tolone (Skyghene)

HP:

5000, 5000

EXP:

26,000, 26,000

GOLD:

5000 (x2)

Attacks:

Skyghene (Triple Aerial Attack, Heal), Grandgrowl (Fire Breath, Heal)

Treasure:

VIT Drive, ETH Drive





All the while...



Return to Thames

Suggested Level: 58

Goal:

Pass through to Solaris.





Armor & Accessories

Marshal Rod	1000G	Dervish Dress	1400G
Serpent Sting	1200G	Wind Ring	5000G
B&JM10A Ammo	20G	Earth Ring	5000G
ShotG50 Ammo	30G	Fire Ring	5000G
Penguin Coat	1000G	Water Ring	5000G

Tool Shop

Aquasol	20G	Brown Star	500G
Aquasol S	100G	Red Star	500G
Rosesol	10G	Blue Star	500G
Rosesol S	300G	Hard Star	800G
Zetasol	100G	Speed Star	1000G
Physisol	10G	Igissol	2000G
Mentsol	20G	Aegissol	2000G
Physimentsol	50	Omegasol	50G
White Star	500	Survival Tent	150G

Gear Shop

		Gear Sn	iop		
Fuel		Weapons		G-M Terra Ammo	500G
Engine		Chaos RodG	13,200G	G-M Pyro Ammo	500G
F40-5400	13,000G	G-Matchlock	20,000G	G-M Hydro Ammo	500G
Frame		G-MI0A Ammo	100G	Parts	
WELT-14800	11,900G	G-M10S Ammo	200G	Lens Cover	2500G
VIER-14300	13,600G	G-MI0X Ammo	300G	Engine Guard	5000G
HEIM-13000	11,200G	G-M686A Ammo	200G	Tank Guard	3000G
BRIG-15800	12,400G	G-M686S Ammo	300G	Ar Repairer	4000G
STIE-16500	13,000G	G-M686X Ammo	400G	Motion Guard	4000G
RENM-14200	12,800G	G-GG040 Ammo	100G	Frame HP10	250G
Armor		G-GG060 Ammo	200G	Frame HP30	750G
Z Alloy 40/15	12,500G	G-GG080 Ammo	300G	Frame HP50	1250G
RX Metal 50	12,500G	G-M Aero Ammo	500G		

The party plans to attack **Gate #3**. Fly to Thames, located in the southwest corner of the World Map. The Thames' Gear Shop has some new upgrades for your Gears. Once you've explored the Thames a bit, speak with the Captain on the Bridge (4th floor).

After speaking with the Captain, return to the Yggdrasil III, and save your game. Speak with Sigurd and he'll automatically pilot the Yggdrasil III to **Saragasso** and your party will appear at the bottom of the ocean.



UNDERWATER GEARTIP

When swimming against the current, use the "running" mode by pressing the

button
together with the D-pad;

Underwater Tunnel (Gate #3)

Suggested Level: 58

Goal:

Destroy Gate #3, then proceed to Solaris.

Aragonite
Death Scythe
Medusoid
Merman
Salvager

Dark Rod

Chest after a right and two lefts

Mermaid Mail

Chest after two lefts

DeathBlower2

Chest after a right, a left, and a right

ELECTRIC AVENUE

Most underwater enemies cast electric attacks. After defecting them, you may receive some insulated Ar or insulate Ar + 1. Equip it before the next fight. You should also consider equipping your Gears with Micas, 02 Cylinders, D Circuits, or Grounds. All of these parts are helpful in the Underwater Turnel.

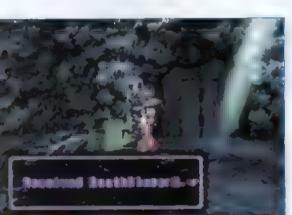
Admittedly this area appears to be a bit confusing at first, but you'll soon get accustomed to it. The maze is comprised of several intersections where you can go either left or right. Some paths lead to chests and others lead to nothing. Just remember this, if you're headed toward the screen by pressing down on the D-pad, you're moving toward the Yggdrasil III. That way you're never completely lost. Go forward by pressing up on the D-pad and stay in the middle of the curved cave. At the next two forks in the tunnel, take the left passageways. This leads to an intersection with a strong current that pushes your Gears back. Hold up on the D-pad and use a mixture of swimming and jumping (X and A buttons) to swim through the current of the left tunnel. The current is too strong to proceed through the right tunnel at this time.

GETTING BACK

You can return to the Yggdrasil III by holding down on the D-pad from the starting point. Just answer "yes" when asked if you wish to return to the Yggdrasil III.



head, you'll come across a dry room with two treasure hests. (Don't confuse this room with the room containing a femory Cube and one chest.) Opening the left empty chest witches off the strong current you encountered earlier.



Leave the treasure room and swim back by holding down on the D-



pad to the first intersection. You should see some seaweed in the tunnel where the strong current was coming from. Head into this tunnel and you'll enter a long tunnel covered entirely in seaweed. Follow the tunnel to its end until your Gears are swept up in another strong current. Continue forward by holding up on the D-pad until you find a cave with a Memory Cube and a chest. Enter the blue double doors and prepare to do battle.





After the battle, Emeralda joins everyone on the Yggdrasil. She and Crescens are tough, with fine special abilities and skills.

After a brief conversation, everyone automatically returns to Shevat to speak with Queen Zephyr. When you're ready to depart, return to Queen Zephyr's chambers and tell Citan you're ready to go.



WARNING!

This is This LAST TIME you can visit all of the towns on the World Map as it currently appears. If you want to revisit any place to upgrade your characters or Gears and stock up on supplies. If you need to boost levels, return to Shevat's Shafts, just in case things go poorly, be sure to save your game while on the Yggdrasil's Bridge, and don't save over your previously saved game.

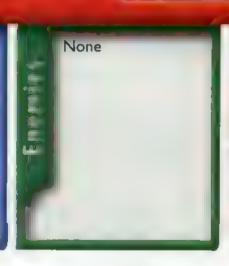
Solaris Base

Suggested Level:

60

Goal:

Reach the Solaris Trash area.



Aquasol DX Chest in Security

Maze

Crimson Vest Chest in Sewer

Aquasol DX Chest in Sewer

Feathered Cap Chest in Sewer

Item Shop

Aquasol S	100G	Sigmasol	1500G	Blue Star	500G
Aquasol DX	300G	Zetasol	100G	Hard Star	800G
Alphasol	1000G	Physimentsol	50G	Speed Star	1000G
Rosesol S	300G	White Star	500G	Omegasol	50G
Rosesol DX	800G	Brown Star	500G	Survival Tent	150G
		Red Star	500G		

Weapon Shop

Matchlock I	2,000G	ShotG70	90G	MatHydro Ammo	150G
B&JM10X Ammo	60G	MatAero Ammo	150G	Crimson Vest	2800G
B&JM686X Amm	o 80G	MatTerra Ammo	150G	Feathered Cap	1200G
		MatPyro Ammo	150G		







The Solaris Empire is the root of all the evil our heroes and Ignas have been experiencing.

Check the empty transport tube sitting nearby. Fei is swept away, but at least the world isn't upside-down any more. Fei ends up in living quarters 14-1-6, which contains a welcome Memory Cube.

WARNING!

Don't save here over your previously saved game prior to taking off from Shevat for Solaris. Save on an open memory block to avoid overwriting your-previous save:

Head northwest past a dust chute, and then take the floating platform to living quarters 10-4-1. You'll reunite with Elly. Exit the 10-4-1 living quarters and go northeast to the second floating platform that goes to living quarters 12-3-6. Speak with Samson and agree with his escape plan to receive the Work Permit.



Exit Samson's living quarters and walk to the southeast. Speak with the guard standing in front of a door. You'll automatically follow the guard, who turns out to be Samson. Go northeast through the door to enter a maze. Follow the corridor and enter the elevator in the first room that you come to and you'll go up one level.

Enter the southeast hall and you're deposited in an oddly shaped area with two yellow

Security Cubes patrolling the area. You must make your way through the room without being detected by the Security Cubes. If you're spotted, you'll be carried back to the very beginning of the maze.



HIDING FROM THE SECURITY CUBES

Avoiding the Security Cubes is fairly simple, just make sure you're never in a corridor with one of them, even if they seem to have their "backs" turned.





After exiting the Security Cube room, enter the next elevator to reach the 3rd floor. Then proceed northeast past the next elevator, and go through the door at the end of the corridor to find Samson. After passing through two security checks, you'll end up in a room full of people. Exit through the double doors to the northeast to appear in Arbot Plaza, and then cross northeast over the first skybridge, then northwest over the second skybridge.

There are lots of things to do here. You can hit the shops or you can move right on to your first goal, finding tickets for the upcoming dedication ceremony. After crossing over the second skybridge, walk northwest and enter the building with the revolving green door. Ride the elevator up to the second floor and speak with the woman in red inside the southeast room. Select "Please" to receive tickets to the dedication.

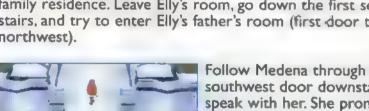


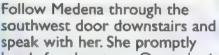
Exit the building and walk southeast until you reach a guard who is blocking your path. Providing you have tickets to the dedication, he'll let you pass through to the ceremony. During the dedication ceremony, Fei and Elly get fingered as infiltrators!

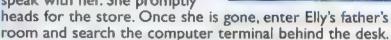
Now in the sewer system, run to the west, crossing back and forth over the water via small bridges and hopping over the many obstacles. During this journey, you'll constantly fight Security Cubes. In combat, if the screen displays "Defense Up/Ether Defense Down," then attack the Security Cube with Ether attacks. If the screen shows, "Ether Defense Up/Defense Down," then attack the Security Cube with a physical attacks. (There's no escape from these battles.) Climb the red ladder when you reach the end of the Sewer tunnel.



After exiting the Sewer, Fei and Elly find themselves standing in front of a large gate. Enter the gate, which leads into Elly's family residence. Leave Elly's room, go down the first set of stairs, and try to enter Elly's father's room (first door to the northwest).











ei will appear by himself back in town. Go to the upper level, ross over the two skybridges, and enter the building there. Once inside, walk over to the guard next to the southeast door and Fei will meet up with Citan.

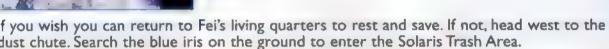
Walk southeast through the double doors and you'll go down in elevator, and then pass through a second security checkpoint. Head southwest and follow the corridor past the first

0 1

elevator and enter the second elevator to go down. Go

through the northwest door and you'll be back in the Security Cube hallway. However the Security Cubes are gone this time. Work your way through the area to the exit.

Walk northwest and enter the elevator to go down, and then follow the hall southwest to the exit. Things should look very familiar.







ITEMS

Extra Ar + 6 Hob-Steak Chest after fan pit Hob-Meat Aguasol DX Chest in crate room Aquasol DX Hob-Steak Chest in conveyer room Gold Bullion Input proper code in the computer Survival Tent room Gold Nugget Input proper code in the computer

Zetasol

Aquasol DX

Muscle Belt

Angelic Robe

Hob-Steak

Hob-Meat

Scales

Eyeball

Eyeball

room Chest in Soylent Systems room Chest in Soylent Systems room Gold Nugget Chest in mainframe room Survival Tent Chest in Memory Cube room Chest in jail cell Chest in jail cell Chest in jail cell

Chest in jail cell Chest in jail cell Chest in jail cell Extra Ar + 6 Chest in examination control room

Chest in examination room

Aquasol DX Aguasol DX **Ether Veiler** DeathBlower3 Dark Helm Dark Armor B&JM6865 Ammo Silver Ar + I Extra Ar + 6 Survival Tent Extra Ar DX Sonic Wave Silver Ar + I Gold Nugget Speed Ring S

In fan pit Gold Nugget Chest in examination control room Chest in examination room Chest in conference room Chest in spiral staircase room Chest in spiral staircase room Chest in Wels prep room Chest in large jail cell Chest in large jail cell Chest in audio password room Chest in bike display room Chest in map room Chest in green ramp room Chest in green ramp room Chest in green ramp room Chest in hall after green ramps Chest in colorful "drill" room Chest in colorful "drill" room Chest in colorful "drill" room Chest in hologram room

GETTING BACK

The Trash area is huge, if you want to back out to the main city, examine the rad panel in the first room. A ladder will fall from the celling, allowing you to climb out.

Begin by searching the flashing green panel to the northeast of the Trash Chute entrance. Elly appears with the **Army Cardkey**. Re-examine the green panel, and your party will be sucked inside.



Exit the room through the northwest door at the top. Climb the three ladders and enter the room at the top. To get past the fan, you must push

the debris, located to the southwest, into its blades. Push the debris by "running" into it. Once the blades have stopped you'll be able to hop into the pit.



Defeating Dorothy

These troublesome beasts can be costly. They only take damage from healing Ethers of items. Use Fei's Inner Healing and Citan's Sazanami to defeat them guickly.

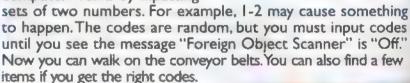
Drop into the pit and hug the wall so you land on a ledge below. If you miss you'll have to start from the beginning of the Solaris Trash area. If this occurs, work your way back up to the fan and try again. Climb up the ladder found in the pit, and go through the door to the northeast. Follow the corridor to the northeast, then southeast and then turn northeast at the first intersection and go through the door. Go down the stairs and attempt to go through the double doors in the northwest wall.

After the snack, go through the double doors to enter a large room with conveyor belts. Climb the ladder to the southwest, then cross northwest over the bridge all the way to the other



side. You'll find a door in the northwest wall leading to a computer room.

Head down to the lower level, and search the computer. The computer works by inputting



Return to the conveyer belt room. Head southeast across the bridge, but this time take the first ramp down to the northeast and hop onto the conveyer belt. Run northeast against the belt, jumping over the cans, and exit onto the northwest ramp just after you pass under the archway. Head for the double doors to the northeast and enter the next room.



Head southeast over the bridge and then go southwest down the ramp to emerge back in the conveyer belt room. There you'll find a much needed Memory Cube. Save your game and then go through the door in the southeast wall and ride the elevator up.



At the top, go through the door. Head southeast and go through another door to enter a room with a spiral staircase and locked steel doors. Go through the northeast double doors.

Follow the corridor northeast to its end. If you want to explore, the two side rooms here have chests and a Memory

Cube. Pass through the door at the southeast end of the corrilor to enter a large, dark room. Then go down the stairs, walk outheast across the catwalk, and search the small control banel halfway across to turn on the lights.





Proceed up the stairs to the southwest and through the door at the top. Pass through the double doors to enter a room with jail cells. When you pass the middle cell, a guy from Kislev warns you not to let him out. You can open the cell door by examining the control panel on the wall behind his cell. It's your decision if you choose to fight him, fight no one, or fight everyone in the jail cells for the treasure chests. There are terrific treasures like an **Angelic Robe** and a **Muscle Belt**, however, there's no escape from these encounters.

exit the room through the southwest double doors, follow the corridor southwest and go hrough the double doors to find another room of unfortunate souls. You can also fight these aptives to get items. Exit the room to the southwest.

follow the corridor to the northwest past the first two corridors to the southwest, then enter the room to the southeast to find a large conference room. Search the computer terminal, and turn the Security System Lock "OFF."

Back in the corridor, head northeast through some double doors to return to the large room with a spiral staircase. Proceed up the stairs and past the now-unlocked red transparent double doors.





In the next hall, head southeast through the intersection and exit through the double doors at the end. Proceed past the oddities and continue southeast to a room full of spinning machines.

Exit the room to the southeast and take a moment to save at the Memory Cube. Continue to venture southeast until you reach a "T" intersection. Then

nead northeast until you reach a large steel door. Now it's time to input the following code: **Up**, **Down**, **Up**, **Left**, **Right**, and then the **X** button to deactivate the door lock.



Head southwest and you'll find three doors. Behind each is a long ramp with a single treasure chest and a door at the top. All three ramps lead to the same area, but you'll want to enter all three rooms to collect all of the treasures.



Exit from the top of one of the green ramp rooms and head southeast. (Don't miss the Extra Ar DX at the northwest end of this hall!) Continue past the first three side halls and then take the first path to the southeast and go through the door at the end. You'll find a strange room filled with holographs of your party members.

Exit to the main hallway and go southwest at the intersection.

Citan will open a large metal door blocking your path. A

moment later Fei is alone and in the dark.

Walk southwest and take the first path to the southeast. Enter the door at the end of the hall and watch as several events

unfold. Billy and Bart join Fei at this point in the adventure. Begin by heading southwest to a hatch. Lift the hatch and enter **Krelian's Lab** to rescue Elly.

It's time to split! From the base of the ladder, follow the corridor southwest to the end, and go through the southeast door. You'll

enter a room with your other party members, a Memory Cube, and a Blue Change Character Icon. After selecting your party and saving your game, exit this room through the door in the southeast corner.







Survival Tent Chest in 2nd bike control room

Panalphasol Chest in hallway

Aquasol DX
Chest in 2nd mainframe room

Solaris Trash Area (Part Two)

After leaving the room through the southeast exit, follow the nall southeast and then southwest to its end and pass through the door in the west wall. At the four-way intersection head south and exit through the door at the end of the nall. You'll emerge in a long, gray metal tunnel. Follow the tunnel southwest and go through the door at the end to enter a new section. Continue southwest until you come to an intersection. Head southwest and follow the hallway to a 'T' intersection. Take the southwest route and follow the hall to its end and go through the door. You'll be in another long, gray metal tunnel. Follow the tunnel southwest to the end and go through a doorway to emerge in the next section of the maze.





fou are now in a new maze section with blue-green walls.

Head into the first short corridor to the southeast and go through the black doorway, and then go southwest through another black doorway. Follow the corridor southwest past the southeast hall (unless you want to save), and go through the black doorway at the end.

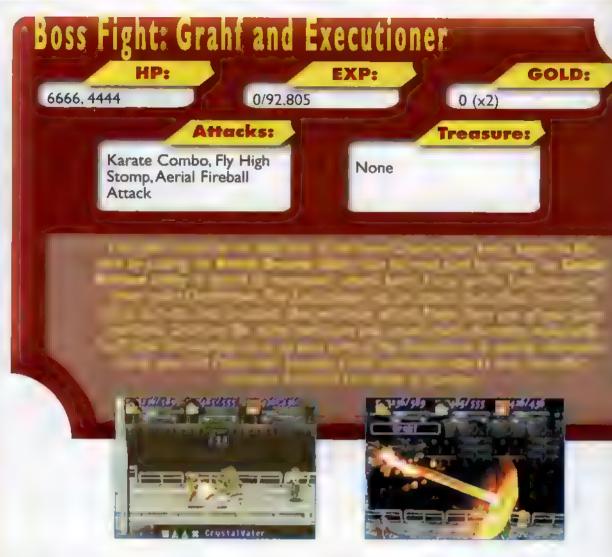
Follow the short corridor northwest and go through the black doorway. Head southwest at the "T" intersection, and go through the black doorway at the end. Go southeast when you come to the next "T" intersection and go through the black doorway at the end. You are now in a room with a Memory Cube, a Change Character Icon, and the rest of your party members. Once you've saved and healed everyone exit to the southwest.



Survival Tent Chest in blue-green room tema Hammer's Items 100G Aguasol S Aguasol DX 300G 1000G Alphasol Rosesol S 300G Rosesol DX 800G Sigmasol 1500G 100G Zetasol 50G **Physimentsol** 500G White Star Brown Star 500G Red Star 500G Blue Star 500G Hard Star 800G Speed Star 1000G 50G **Omegasol** 150G Survival Tent Hammer's Accessories

Matchlock 12,	000G
B&JM10X Ammo	60G
B&JM686X Ammo	80G
ShotG70 Ammo	90G
MatAero Ammo	150G
MatTerra Ammo	150G
MatPyro Ammo	150G
MatHydro Ammo	150G
Crimson Vest 28	800G
Feathered Cap 12	200G

Grahf makes another appearance. You're given a chance to change your party right before the Boss fight. I suggest taking Citan along, especially if he's beefed up from your trip through Solaris.



The whole world seems to be crashing down in a blaze of ignominy.











Suggested Level:

Goal:

On to Anima Dungeon #1.

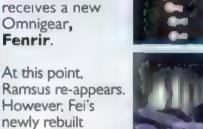




Follow Taura into the living room. Once Elly and Fei are reunited, head back into Taura's house through the door on the west side, and then into the nanoreactor room. Taura gives Fei an

> trol device, while Citan receives a new

Weltall-2 has fabulous new capabilities.



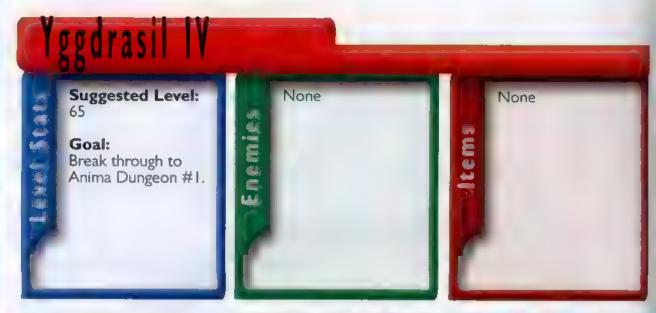








After defeating Ramsus, great destruction rains down on Ignas. You're then given the option to save your game.

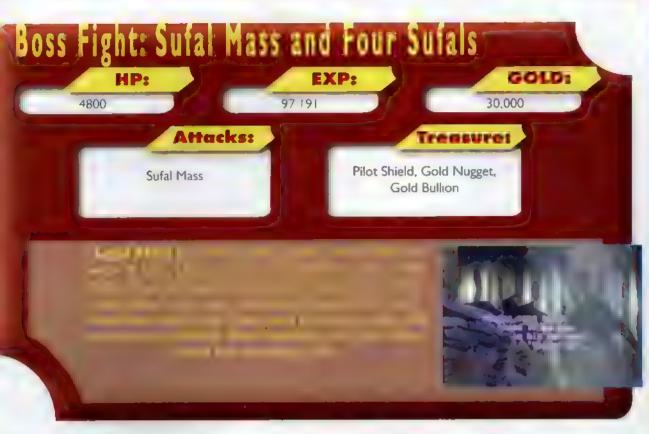


Bart activates the secret battleship (the red structure in the center of Kislev) and combines his ship to form the Super Dimensional Gear **Yggdrasil IV.**









There's one wrinkle, though: If the battle lasts too long, the Sufal Mass will eliminate the last Sufal, so it can cast its super powerful attack against your party.



Suggested Level:

Goal:

Anima #2 and the Anima Relics.



Items

Ether Guard
Starlight
Zetasol DX
King's Helm
Gold Bullion
Wizardry Ring
Survival Tent
Zetasol DX

Chest behind Shopkeep Johnny
Chest across from Shopkeep Johnny
Chest on outside of dome
Chest on outside of dome
Chest near entrance
Chest in dark room
Chest in hall after dark room
Chest in computer room

Aquasol	20G
Aquasol S	100G
Aquasol D	X 300G
Rosesol	100G
Rosesol S	300G
Zetasol	100G
Physisol	10G
Mentsol	20G
Physimentsol	50G
White Star	500G
Brown Star	500G
Red Star	500G
Blue Star	500G
Hard Star	800G
Speed Star	1000G
lgissol	2000G
Aegissol	2000G
Omegasol	50G
Survival Tent 150G	

Accessories

Wonder Whip 6	200G	Shot G50 Ammo	30G	Black Helmet	200
Yamame Sword 12,	000G	Shot G60 Ammo	60G	Power Ring S	80
B&J686S Ammo	20G	Shot G70 Ammo	90G	Stamina Ring S	60
B&JM10S Ammo	40G	Shot G80 Ammo	120G	Speed Ring	120
B&JM10X Ammo	60G	Mat Aero Ammo	150G	Guardian Ring	200
B&JM686A Ammo	40G	Mat Terra Ammo	150G	Evasion Ring	300
B&JM686S Ammo	60G	Mat Pyro Ammo	150G	Body Guard	800
B&JM686X Ammo	80G	Mat Hydro Ammo	150G	Mind Guard	800
Godson Ammo	200G	Black Leather	2000G		

Gear Shop

		•	
Fuel		Armor	Parts
Engine		Z Alloy 50/20 15,000G	
G45-4600	18,000G	RX Metal 60 15,000G	Extra Ar + 7 400G
S50-6600	24,000G	Z Alloy 60/25 20,000G	Ether Ar + 1 2000G
N55-5800	24.000G	RX Metal 70 20,000G	Lite Ar + 3 600G
Frame	21,0000	· ·	FX Cleaner 5000G
		Weapons	A Charger 2500G
WELT-21200	15,100G	Sonic Whip 16,800G	9
VIER-17000	15.600G	Yamame Sword 13,000G	Frame HP10 250G
HEIM-19000	13,300G		Frame HP30 750G
	•	Matchlock 20,000G	Frame HP50 1250G
BRIG-15800	12,400G	MI0X Ammo 300G	
BRIG-22200	15,000G	M686X Ammo 400G	Frame HP70 1750G
STIE-16500	13,000G	GG080 Ammo 300G	Frame HP90 2500G
			Tank Guard 3000G
STIE-20000	14,200G	GG100 Ammo 400G	
RENM-14200	12,800G	M Aero Ammo 500G	
RENM-20800	14,900G	M Terra Ammo 500G	
#17-22000	15,000G	M Pyro Ammo 500G	
CRES-17200	12,500G	M Hydro Ammo 500G	

FLUSH

After completing the previous dungeon, the party should have plenty of Gold to spend all Shopkeep Johnny's for Gear and character upgrades.

Get into your Gears and walk to the northwest. Along this path, you will encounter a Memory Cube, a **Character Change Icon**, and a robot, called Shopkeep Johnny. Head north following the highway-like path across a bridge until you reach the domed building. Exit your Gears to enter the building.

Start by heading to the north, and then go east at the first intersection. Continue up the stairs and follow the corridor north until you come to a corridor leading west. Turn west and pass through the door to a covered walkway. Enter the doorway at the north end of the covered walkway to find a dark room. You need to find a way to unlock the doors in this room. See the red sparks shooting from the panel along the west wall? Jump up and examine the panel and then examine the computer terminal to the right of the chair. Upon examination, you will discover the replacement **Fuse** is in the next room behind the locked door.



Exit the dark room and head back across the walkway to the main hallway. Head north at the intersection and enter the door at the west end of the hallway. Search the crate in the southwest corner to retrieve a **Fuse**.

Return to the dark room and examine the panel with the red sparks by pressing the **X** button to replace the fuse. This turns on the



ights and the computer. Next, face the computer terminal, and press the **X** button to disengage the **A Door Lock System**.

Pass through the north door and follow the corridor to a "Y" intersection. Follow the southwest branch all the way to its end, and enter the door along the west wall.



Examine the computer terminal on the north side of the door by pressing the **X** button. When prompted, input the Activation Code. Enter the code **0**, **3**, **2**, **0** to activate the system. Now search the computer terminal on the west side of the room to disengage the **B Door Lock System**.

Exit the room and follow the corridor north and go down the first

corridor to the east. Enter the doorway at the end of the corridor and ride the elevator down into a large, circular room with a Memory Cube. Go through the doorway along the north wall and you'll find a control room.

Walk north and search the central computer terminal to unlock the **Central Elevator**. Exit the control room and search the large, circular platform in the center of the room to activate the



Central Elevator. Ride the elevator down and search the four computer terminals around the circular path, labeled Address A, Address B, Address C, and Address D, and input the proper code at each computer terminal. The correct codes for the computer terminals are: Address A = 2, Address B = 4, Address C = 8, and Address D = 5.

After inputting the correct codes on the four computer terminals, search the black cabinet with the blue lights next to Address A, and select the third option, "Release Lock." After doing so, the message "Anima Relic Released" appears. Return to the elevator and go down.

Proceed east through four double steel doors into a large circular room with the **Anima Relic**. After activating the control panel, Billy appears and aligns with the first Anima Relic.

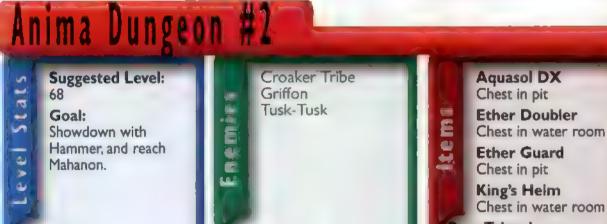
At this point, your party is confronted by the four Elements: Dominia, Kelvena, Seraphita, and Tolone.





After this fight, you'll immediately appear in your Gears outside of the building, ready to fight the four Elements in their Gears. However, their Gears combine into one huge Gear.





Shopkeep Johnny is back, along with a Memory Cube, and a Character Change Icon.

Chest in pit King's Helm Chest in water room Rose Tabard Chest in trap hall Survival Tent Chest in green room Aquasol DX

Beastly Robe Chest under trap hall

Chest in trap hall

NOTHING NEW FROM SHOPKEEP JOHNNY

Shopkeep Johnny's complete equipment line for characters and Gears is the same as ill.

Anima Dungeon #1.



This place has conflicts galore. Fortunately, the wimpy **Croaker Tribe** and the **Tusk-Tusk** are Fei's only enemies. They do carry lots of experience points to boost levels.

There's a boulder along the north wall near the Character Change Icon. Push it aside by "running" into it from its east side.

Exit your Gears and go through the north doorway (the one behind the rock) by facing it and pressing the **X** Button. This takes you inside a "puzzle room."

Examine the wall clues in the corners of the room, and all three of the pillars. If you don't read each of the three pillars, you cannot complete the puzzle room.

From where you received the clue "4 Steps South, 10 Steps West" (east wall), walk south about four steps. Now walk west just below the southernmost pillar and press the X button when you reach the wall. This makes a stone drop from the ceiling. Push the stone into any hole in the floor.

Search the northern side of the west pillar to make a second stone fall from the ceiling. Jump onto the stone, and then jump up onto the middle pillar. Once there, jump straight up into the air to make a third stone fall from the ceiling.







Push the remaining two stones into the remaining two holes. This will cause two large stone pillars in the main chamber to fall together, creating a bridge to the other side of the room.

Exit the puzzle room and get back into your Gears, and then cross east over the pit using the leaning pillars. Head through the east door to a room with a lake. Walk southeast to a small ledge

that your Gears can't cross. Exit your Gears and follow the ledge across the lake and go through the door in the north wall.





Walk through the green hall and go through the door at the east end to enter a second hall with traps built into the floor. You can hop over the traps to reach the chests. You MUST fall into the third gap, but as you're falling, make sure you press toward the east on the D-pad. This will make the team land in a hidden passageway. If you hit the bottom instead, head to the west to return to the green hall just before the pit room and try again.

Head through the east door and walk east into the room's center. Remain still as the spikes fall.

lop east onto the outer ledge of the spike platform and it will begin to carry you upwards. When the platform reaches the top, walk through the door in the east wall.

ake note of the four switches in this room: two in the floor right in front of the pit, and one each on the south and north sides of the room.

our goal is to make the water pit have a **vol- Ime of 5**. The water pit starts at a volume of 0. You can figure this out logically for a chalenge, or just follow these instructions to drain he pit. Activate them in the following order:

South wall switch
South floor switch
North wall switch
North floor switch
North floor switch
South wall switch
South floor switch
North wall switch
North wall switch
North floor switch



ump down onto the new ledge, and proceed through the door to the east. Head to the south of a chest with a **Beastly Robe.** Walk back north to the intersection and push the boulder to the west by holding up on the D-pad to clear the path. Return to the main area outside and get tack into your Gears.

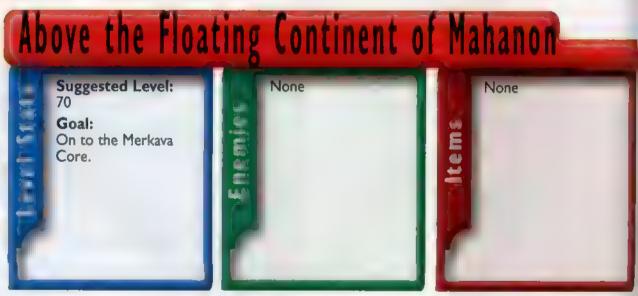
Drop down into the now dry lakebed and go through the door to the east. Inside, you'll find a Memory Cube. From the Memory Cube, walk to the northeast across the narrow rock ledges to a small

door in the east wall. Exit your Gears and go through this door.



Once inside, pass through three security doors to the room with the **Anima Relic**. While searching the control panel, Rico will obtain his new Omnigear and then your characters will automatically exit the area.





From the Gun Room, descend to the lower level and enter the southwestern residence to find Elly. After speaking with Elly, you'll have a chance to access the menu, change your party members, or continue with the game.





Merkava Central Core

Suggested Level:

Goal:

Startling revelations, and the final show-down against Ramsus and Miang.



Armor

Z Alloy 50/20 | 15,000G RX Metal 60 | 15,000G Z Alloy 60/25 | 20,000G RX Metal 70 | 20,000G

Weapons

Sonic G Whip 16,800G Yamama Sword 13,000G M10X Ammo 300G M686X Ammo 400G GG080 Ammo 300G GG100 Ammo 400G M Hydro Ammo 500G

Parts

500G Extra Ar DX Ether Ar + 34000G Lite Ar + 3 600G FX Cleaner 5000G 2500G A Charger Frame HP10 250G Frame HP30 750G Frame HP50 1250G Frame HP70 1750G Frame HP90 2500G

None

Repair Robot Character Items

Aquasol 20G Rosesol 100G Omegasol 50G Survival Tent 150G

Gear Items Fuel

Engine

G45-4600 18,000G S50-6600 24,000G N55-5800 24,000G

Frame

WELT-21200 15.100G VIER-17000 15.600G HEIM 19000 13,300G BRIG-15800 12,400G BRIG-22200 15.000G STIE-16500 13,000G STIE 20000 14,200G RENM-14200 12.800G RENM-20800 14,900G #17-22000 15,000G CRES-17200 12,500G

Your next stop is the Razeal Computer Cavern. The Gear Alpha Weltall will appear and defeat your party members. Eventually, you get to save your game and you'll end up in the Merkava Central Core.

You'll appear in a circular room with a Memory Cube and a **Character Change Icon**. If you go through the eastern doorway, you'll find a Robot who will sell you character items and Gear Parts. Pick up a new whip for Bart's Andvari, and some new Gear Armor. Concentrate on **Ether Defense**.



BATTLE PLAN

Ramsus and Mang, the next two Bosses, have devastating Ether attacks. Equip armor and parts that raises Ether Defense (like Z Alloy 60/25 and Ether Ar +3) at the expense of normal Defense. There will be no chance to cure between battles. Since buying new equipment can be costly, purchase equipment only for your current party members and considerability off any simples parts.

When you've made the proper preparations, head north from the Memory Cube room.











Shevat in Ruins (Snowfield Hideout)

Suggested Level:

73

Goal:

The Final Dungeon is next!



Old Woman's Accessory Shop

Sonic Wave 5	600G
Thor's Thunda 7	7500G
B&JMI0X Ammo	60G
B&JM686A Ammo	80G
Shot G70 Ammo	90G
Godson Ammo	200G
Shot G80 Ammo	120G

Mat Aero Ammo 150G

Mat Terra Ammo 150G Mat Pyro Ammo 150G Mat Hydro Ammo 150G Ether Stone 500G Ether Stone Lg 2000G Anti Eth Stone 500G Anti Eth Rock L 2000G

Old Man's Gear Shop

Fuel Engine

Y60 7000 32000G X70-8000 50000G

Frame

HEIM-27000 | 15500G BRIG-26000 | 16200G STIE-30000 | 17400G RENM-24800 | 16200G #17 30000 | 16200G CRES-20800 | 14500G

Armor

Z Alloy 60/25 20000G RX Metal 70 20000G

Weapons

Thor GWhip I3000G M686X Ammo 400G

GG100 Ammo	400G
M Aero Ammo	500G
M Terra Ammo	500G
M Pyro Ammo	500G
M Hydro Ammo	500G

Parts

B Circuit	250G
Extra Ar + 7	400G
Ether Ar + 2	3000G
Lite Ar + 3	600G
FX Cleaner	5000G
A Charger	2500G
Frame HP10	250G
Frame HP30	750G
Frame HP50	1250G
Frame HP70	1750G
Frame HP90	2500G

Wizardry Ring

Chu-Chu display case

Yamato Belt

Chu-Chu display case

Hero Costume Chu-Chu counter

Hercules Ring

Chu-Chu counter

Vivid Turban

Chu-Chu display case

Speed Shoes

Chu-Chu display case

Hercules Ring

Give Midori back her ring

Kijin Sword

Give Kishin Sword to weapon specialist

Emer Jr. Doll

Beat Kanna the penguin once at the card game

Aveh Guard's Item Shop

Aguasol S	100G
Aquasol DX	300G
Alphasol	1000G
Rosesol S	300G
Rosesol DX	800G
Sigmasol	1500G
Zetasol	100G
Physimentsol	50G
White Star	500G
Brown Star	500G
Red Star	500G
Blue Star	500G
Hard Star	800G
Speed Star	1000G
	50G
Survival Tent	150G
	Aquasol DX Alphasol Rosesol S Rosesol DX Sigmasol Zetasol Physimentsol White Star Brown Star Red Star Blue Star Hard Star Speed Star Omegasol







Shevat's dismal presence is marked by a small stone marker on the ground. That once lofty and genteel city was literally blown out of the sky.

Terrific upgrades are available for all Gears, including Fei's **Xenogears**. Exit the Memory Cube room. This takes you to a large plaza with shops. Enter the door just east of the Gear Shop.

Poor Chu-Chus

Paying the waitress 20,000G for a bunch of birds may seem like a waste, but wait until you see where that lift takes you. The Chu-Chu area is chock full of great items, and you only have to pay the 20,000G to get them all. Search carefully.

Super Deluxe Music Box

Look for the treasure funter in one of the tunnels off the main room. Give him a Gold Nugget and keep checking back with him. Then give him a Gold Bullion when he aske for an additional incentive. A little while later, he'll uncover the Super Deluxe Music Box. Now you can listen to a large list of theme songs from throughout the game.

Follow the path down to the bottom, and then head northwest. Jump up onto the round plat form with the man standing on it. Go northwest, and climb a ladder to the outside. Now ascend the sets of stairs and speak with **Queen Zephyr**.

Midori's Ring

Did you find Midor's Ring in the flowerbed way, way back at the beginning of the same. If so, take it to her now and she'll give you comething in exchange.

New Weapon for Fenrir

Take the **Rishin Sword** to the weapon specialist located in the half next so the Gen-Shop, He'll transform the Kishin Sword into the **Kijin Sword**. The weapon specialist word take the sword unless it is unequipped from Citan's Geer, Fenri

Afterwards, return to the main room. You can exit the **Snowfield Hideout** by going through the doorway just west of the room with the Memory Cube. This will take you outside and next to the **Yggdrasil IV**.

SIDE QUESTS AVAILABLE NOW!

The final Dungeon! We know you're anxious to get on with it, but how about a low incomesting detours? Explore an uncharted isle, return to an old friend, investigate a spool; lighthouse, and sweat up a storm in a burning desert. If you enter the final Dungeon how you won't be able to access these wonders.

The Final Dungeon (Deus)

Suggested Level:

75 (Anything over 65 is doable, but 75 is better!)

Goal:

Complete the adventure!





Fly to an island just northwest of the center of the World Map, then descend into the final dungeon, **Deus**.

Leap into the abyss to the north, and access the dungeon map by pressing Select. The light blue pathways indicate upper levels, while the dark blue pathways

indicate lower levels. Although this looks complicated, just pick out a place you want to go, and follow the maps.

Take the path north and turn northeast at the fork. Continue north and you'll find a red laser moving on the floor. Dodge the laser by hopping over it, and then head northeast again. At the next intersection, head southeast and then northeast again at the first chance you



get. There's a Memory Cube to the southeast, which you may want to use. Head north to reach the next section.

Step off the ledge and you'll begin falling down a long tunnel. There are red lasers spaced throughout the tunnel. Do your best to dodge them by "steering" around them using the D-pad.

You will land in a large area with a bunch of connected platforms. This large room is the key to success in the dungeon. Note, from the map, just north of the center is a **sextagonal pod with a red circle inside**. This is your ultimate destination!





Pilot Shield Chest in pod room Shopkeep Johnny Item Shop Aouasol 20G

Aquasol 20G Rosesol 100G Omegasol 50G Survival Tent 150G

Repair Robot

Fuel Engine

Y60-7000 32,000G X70-8000 50,000G

Frame

HEIM-27000 15,500G BRIG 26000 16,200G STIE-30000 17,400G RENM-24800 16,200G #17-30000 16,200G CRES-20800 14,500G

Armor

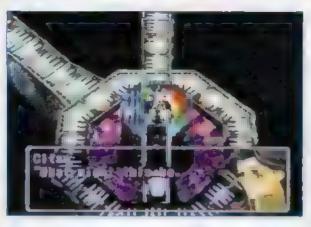
Z Alloy 60/25 20,000G RX Metal 70 20,000G

Weapons

Thor Whip 13,000G M686X Ammo 400G G100 Ammo 500G MTerra Ammo 500G MPyro Ammo 500G MHydro Ammo 500G

Parts

B Circuit	250G
Extra Ar DX	500G
Ether AR +3	4000G
Lite Ar +3	600G
FX Cleaner	5000G
A Charger	2500G
Frame HP10	250G
Frame HP30	750G
Frame HP50	1250G
Frame HP70	1750G
Frame HP90	2500G
Engine Guard	5000G



There are no enemies in this room, but the tunnels to the sides are full of fights!

Take the elevator connected to the starting platform down, then head south, and then take the elevator on the next platform up. Proceed to the southeast to the next pod and jump up on the top to find a huge switch. Examine the switch to move the lower platform over. Take the elevator down to the lower level and head east along the new path.

Go up at the next elevator platform and then go north. Go down a level and then head northeast.

You'll find a column of light on top of the next platform. Hop up and examine the light to move a platform on the opposite side of the room. Now backtrack to where you threw the first switch (southwest, up, south, down, west, up). Head northwest from the switch to a junction and then go southwest then southeast to a door that leads into the tunnels.

Angel Armor

All of the enemies in this section are Seraphs. Each of them can perform the Halo/Angel Attack, which causes as much as 9999 hit Points of damage. These enemies also tend to drop items that help protect against the Halo attack. Be sure to equip them! The best are the Angel Ar +1 and the Anti-Angel Sys.

Head south and take the first path to the east. At the "T" intersection, go south, and then take the southeast path at the junction. This puts you back in the main room in the upper northeast corner. Proceed to the next platform and ride the elevator up. At the end of the northwest path you'll find a **Restoration Robot**. Return here anytime you need some repairs.

Head back down and return to the tunnels. Go northeast until you reach the junction, but this time head southwest and take the first path south. In the main room, continue south and ride the elevator up at the first platform. Walk east and climb onto the platform at the end to find another light column. Examine the light column to complete the path to the next gate.







Backtrack to the west and take the elevator platform down a level. Go southwest and then go up a level. Cross the bridge south and stop. There's a switch on top of this platform that controls the bridge that you just crossed. If you're in need of some serious repairs, you may want to

throw the switch and return to the **Restoration Robot**, but you'll need to backtrack here once you're ready to move on.



Go down a level and head west into another section of tunnels. Head northwest at the split and then turn north at the "T" intersection. You're almost to the gate. Continue southeast in the main room and go down a level. Cross the bridge to the east and you're there. Hop in and get ready for another wild ride. Do your best to dodge the lasers.

he Final Confrontation

Suggested Level:

75

Goal:

It takes a maximum of 6 victories to win the adventure.



Parts

B Circuit	250G	Frame HP10	250G
Extra Ar DX	500G	Frame HP30	750G
Ether AR +3	4000G	Frame HP50	1250G
Lite Ar +3	600G	Frame HP70	1750G
FX Cleaner	5000G	Frame HP90	2500G
A Charger	2500G	Engine Guard	5000G

You land near a Memory Cube and a Character Change Icon. Through the east door you'll encounter Shopkeep Johnny, who, in addition to his normal goods, gives you the option to return outside.

NEED MORE COMPH?

Return to the outside to build up experience or Gold. But be careful, because there's no confirmation request when choosing Go Outside. Once back on the World Map. Fei. must fight through this Final Dungeon ways.



Head north down the long path to Deus and jump into the pit. There you'll find Deus along with the rest of the gang.

None

Shopkeep Johnny Item Shop

Aquasol 20G Rosesol 100G Omegasol 50G Survival Tent 150G

Weapons/ Accessories

Power Ring Stamina Ring Speed Ring Guardian Ring

Gear Shop

Fuel Engine

Y60-7000 32,000G X70-8000 50,000G

Frame

HEIM-27000 15,500G BRIG 26000 16,200G STIE-30000 17,400G RENM-24800 16,200G #17-30000 16,200G CRES-20800 14,500G

Armor

Z Alloy 60/25 20,000G RX Metal 70 20,000G

Weapons

Thor Whip 13,000G M686X Ammo 400G GG200 Ammo 500G MTerra Ammo 500G MPyro Ammo 500G MHydro Ammo 500G

Your huge host is surrounded by four deadly accomplices. If you want, go for the main villain, **Deus**. However, each of Deus' comrades you defeat causes Deus to lose a special attack. Consider having your more delicate characters finish off the accomplices, while saving your best party members for the last battle. If you attack Deus without defeating its pals first, your quest may be doomed to failure.



PREPARING FOR THE BIG ONE

There's no retreating from the Final Dungeon. Equip all Gears with top-of-the-line equipment. If money is scarce, ravage some enemies until 500,000G is in Fel's coffers.

All Gears should be equipped with Frame HPs, and first-rate armor perhaps even two pieces!

You don't have to attack the four Sub-Bosses surrounding Deus, but it's highly recommended. With each Sub-Boss that you defeat, you'll lower the final Boss's Hit Points and remove one of its special abilities. Start fighting the Sub-Bosses by choosing your three strongest characters you don't want to take into the final battle. Fight and defeat a Sub-Boss and then replace any characters that are extremely low on Hit Points and Fuel. You should be able to defeat all four Sub-Bosses using only four or five characters.

Deus starts off with 75,000 Hit Points and four special abilities (Earth Anoint, Healing, Heaven Anoint, and Fuel Drain). Each time you defeat a Sub-Boss, Deus loses one of these four special abilities, depending on which Sub-Boss you've defeated. Deus' Hit Points are also lowered to 52,000 if you've destroyed between one to three of the Sub-Bosses. If you destroy all four Sub-Bosses you'll lower Deus' Hit Points to a measly 40,000.

Attack one of the Sub-Bosses to determine which Boss it is that you're fighting, then carefully plan your attack using the provided chart. It's hard to tell which Sub-Boss you'll be fighting first, so be prepared to take on any one of them.



(Heaven Anoint)

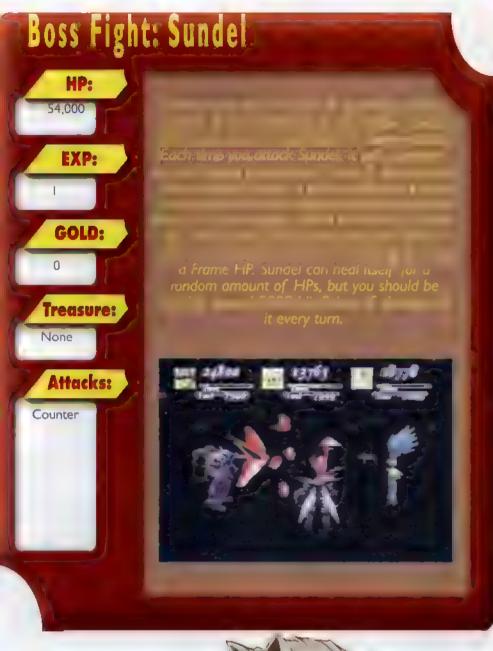






Boss Fight: Metatron 45,000 EXP: GOLD: Treasure: None Attacks: Multiple-Target Bombshell tren treat 110

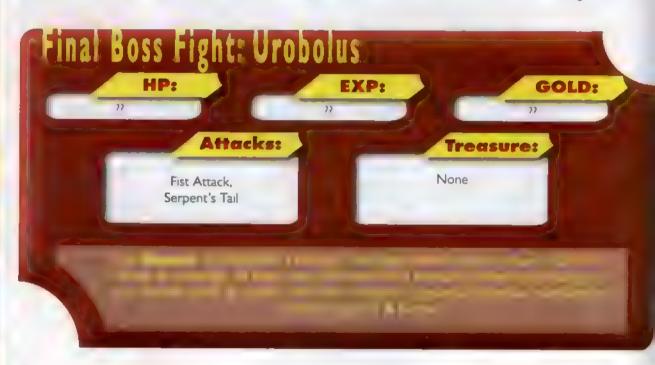








After defeating Deus, Fei appears in Xenogears. Now it's time for the final Boss fight.



After defeating Urobolus, sit back and watch what happens next.

Congratulations on finishing Xenogears!



What follows on the next pages shows the finding animation for Xenogean. So, if you don't want to spoil the suprise, then don't look!

Ending Animation

As the end of the game unfolds, you are treated to a spectacular animation sequence. The following pages display some of what occurs. Enjoy!





















Side Quests



Taura's House

Once Shevat is on the ground and is now the Snowfield Hideout, return to Taura's house located in the southeastern portion of the World Map and look for him in the back room. He's glad to see the party, and rewards them handsomely with a Manly Mantle and the Goddess Robe.





The Lighthouse

Enemies: Carrier F1, Croaker Tribe, Griffon, Shellbelle F1, Hammerhead F1, Dragon

There's an old lighthouse in the northwest section of the large southern continent. With Emeralda in your party, go inside it. What follows is a fun adventure that pays off with a big dividend in terms of items and equipment, plus a nifty movie. The area is actually an entire city, cut off from the known world.

Items

Death Blower I	Chest in convenience store
Random Items	Chests in Big Joe's Shop
G-Godfather	Chest in alley (no-zoom building)
Survival Tent	Chest in TV studio
Death Blower2	Chest in street
Death Blower3	Chest in street
Z Charger	Chest in subway tunnels

Big Joe's Shop Weapons

G Godson Am	mo 1000G	
Parts		
Power Magic	3000G	
Veil Doubler	3000G	
Pilot Shield	4000G	
GNRS20	35,000G	
GNRS50	65,000G	
A Charger	2500G	
S Charger	10,000G	
X Charger	30,000G	
Z Charger	50,000G	

Big Joe's Gear Parts Fuel Engine

V80-2000	65,000G
Z90-1500	65,000G
OMEGA100	65,000G

Frame

STIE-36000	30,000G
#17-38000	40,000G

Armor

_		
	RX Metal 30	25,000G
	Z Alloy 80/30	29,000G
	RX Metal 90	31,000G
	Z Gold 100	32,500G

Big Joe's Shop

Items

Sigmasol	1500G
STR Drive	10,000G
VIT Drive	10,000G
ETH Drive	10,000G
ETHDEF Drive	10,000G
HP Drive	20,000G
EP Drive	20,000G
Tragedienne	20,000G 10G
Tragedienne	10G

Infinity Chest

The criects around Big job regenerates was a time you leave the building finch time then are filled with mendom items, an you never know just what you'll get





Battling in Kislev

Return to the scene of your championship run. Unfortunately, Kislev is a mere shadow of its former self. Head for the Imperial C Block Recreation Battling Area by examining the northernmost Blue Crystal on the Town Map.

When you arrive in the Battling Arena, choose "Special Mode 2." This will enable you to battle and accumulate Battle Points that you can later use to exchange for Normal or Rare Items. The lower the mode, the easier the opponent and fewer BP earned. Expect this venture to take a couple of real-time hours. You can also compete against a friend by selecting "Special Mode 1."

Normal Items

Anoret Seed	Lose some weight (1 ally)	
Bulimy Seed	Gain some weight (1 ally)	
Samson's Hair	In battle, weapon power up	
Anoret Fruit	Lose lots of weight (1 ally)	
Bulimy Fruit	Gain lots of weight (1 ally)	
Light Ar+1	Armor Defense +15	
Light Ar+2	Armor Defense +40	
Light Ar+3	Armor Defense +60	
Wind Ring	Wind Defense	
Earth Ring	Earth Defense	
Fire Ring	Fire Defense	
Water Ring	Water Defense	
Wind Veil Armor	Defense vs. Earth Ether	
Earth Veil Armor	Defense vs. Wind Ether	
Fire Veil Armor	Defense vs. Water Ether	
Water Veil Armor	Defense vs. Fire Ether	
Element Aero	Wind attack	
Element Terra	Earth attack	
Element Pyro	Fire attack	
Element Hydro	Water attack	
EtherStoneLg	Ether +5	
AntiEthRockL.	Ether Defense +5	

Rare Items

M disk	For Playback	
Power Ring S	Attack +5	
Stamina Ring S	Defense +5	
Speed Ring S	Quickness +2	
Gallant Belt	Max HP 10% Up/Restore	
Fei Jr. Doll	Operation Chu-Chu	
Bart jr. Doll	Operation Chu-Chu	
Billy Jr Doll	Operation Chu-Chu	
Body Guard	Block PHY effects	

Mind Guard	Block MNT effects
Ether Doubler	Uses 2x EP/2x effects
Ether Guard	Block EP absorb
Life Stone	2x HP restore
S Charger	"Charge" restores 100 Fuel
X Charger	"Charge" restores 200 Fuel
GNRS50	Plus 50% engine output
Deathblower3	Enables Level 3 Deathblows
Speed Shoes	Speed Up next turn

Duneman Isle

Enemies: Dune Man, Neo Tin Robo, Wyrm, Dragon, Sand Shark

Items

Kingly Armor

Yamoto Sword

Godfather



Fly to Bart's Lair, near **Aveh**, and land on the big island just west of there. Land on the grassy portion along the western coast and then press the **X** button to enter Duneman Isle. Fascinating discoveries await you here, especially a powerful sword along with some tough monsters.

You'll encouter three Dunemen. When they ask you to leave, select "No" to fight them. Defeat the Dunemen and then go east three screens. Go north one screen to find some Sand Shark enemies hopping across the sand dunes. Once they leave, go north into the next screen to find a large dinosaur skeleton. Obtain the **Yamoto Sword** embedded in the skeleton, and then head west into the next screen.

Go south into the next screen until you see a bunch of moving sand and **two treasure chests** atop two rocks. Press and hold left or right on the D-pad to reach one of the chests. After getting one of the chests, you'll fall down the sand waterfall, forcing a fight with a **Wyrm**.

After defeating the Wyrm, you can retrace your steps to obtain the other treasure chest. Don't worry about missing the treasure chests your first time through; you'll have an infinite number of chances to get them.

Character Skills & Abilities

Each character has his or her own set of skills and abilities to use throughout this adventure. The following section summarizes those attributes.

Skills

Each character can learn a number of Deathblow Combos throughout the game. To learn these combos, you simply need to experiment with different button combinations during battles. When you access the Skills screen, you can see the progress of the combos a particular character has learned.

If you decide not to use your allotment of AP points during a character's turn, the points are added to the AP bar. You can then use these points to unleash a combo against an enemy.

COMBINATION ATTACKS

You can use these attacks by pressing a certain button combination on the controller.

AP ATTACKS

These actacles can be used as individual attacks or in combination actacks up to 28 AP.

FE

DEATHBLOW COMBOS

Raijin	▲ , X
Senretsu	▲, ▲, X
Hagan	■ , X
Hoten	▲, ▲, ▲, X
Tenbu	▲ , ⋓ , X
Ryujin	■, ▲, X
Koho	X , X
Fukei 🔺	▲, ▲, ▲, X
Chikei	▲ , ▲ , ■ , X
Kakei	▲, ■, ▲, X
Suikei	■, ▲, ▲, X
Kokei	■, ■ , X
Yamikei	X 📤, X

Raijin	4 EP
Senretsu	5 EP
Hagan	5 EP
Hoten	6 EP
Tenbu	6 EP
Ryujin	6 EP
Koho	6 EP



DEATHBLOW COMBOS

1.11.1	A 37
Ukigumo (Amaoto)	▲ , X
Mufu (Engetsu)	▲, ▲, X
Jinrai (Amagumo)	■ , X
Shinrai (Himatsu)	, 🛦, 🛦, X
Renken (Yako)	▲, ■, X
Hakai (Zanretsu)	■, ▲, X
Ougi (Myogetsu)	X, X
Festive Wind ▲, ▲	, 🛦, 🛦, X
Rumble Earth 🛕	s, ▲, ■, X
Haze of Fire	., ■, ▲, X
Crystal Water	. 🛦, 🛦, X

AP ATTACKS

Amaoto	4 AP
Engetsu	5 AP
Amagumo	5 AP
Himatsu	6 AP
Yako	6 AP
Zanretsu	6 AP
Myogetsu	6 AP



ELLY

DEATHBLOW COMBOS

▲, X ▲, ▲, X ■, X
■, X
A A A
▲, ▲, ▲, X
▲ , ■, X
■, ▲, X
X, X
▲, ▲, ▲, X
▲, ▲, ■, X
▲, ■, ▲, X
■, ▲, ▲, X

Screamer	4 AP
Cyclone Kick	5 AP
Breakthrough	5 AP
Double Shock	6 AP
Sky Attack	6 AP
Bright Spark	6 AP
Sting Kick	6 AP



BART

DEATHBLOW COMBOS

Head Hunter	▲ , X
Twin Sonic	▲, ▲, X
Rhythm Shock	■, X
Dynamic	▲, ▲, ▲, X
Astral	▲ , ■, X
Bracer	■, ▲, X
Justice	X, X
Angel 🔺	, 🛦, 🛦, X
Land Break	▲ , ▲ , ■ , X
Prominence	▲, ■, ▲, X
Tornado	■, ▲, ▲, X

AP ATTACKS

Head Hunter	4 AP
Twin Sonic	5 AP
Rhythm Shock	5 AP
Dynamic	6 AP
Astral	6 AP
Bracer	6 AP
Justice	6 AP



RICO

DEATHBLOW COMBOS

Rico Rocket	▲ , X
Death Drive	▲, ▲, X
Banderas	■ , X
Dragon Fist	▲, ▲, ▲, X
Fire Bomb	▲, ■, X
Pile Crusher	■, ▲, X
Pile Crusher Spin Strike	■, ▲, X · X · X · X · X
Spin Strike	
Spin Strike	X, X
Spin Strike Death Roll	X, X

Rico Rocket	4 AP
Death Drive	5 AP
Banderas	5 AP
Dragon Fist	6 AP
Fire Bomb	6 AP
Pile Crusher	6 AP
Spin Strike	6 AP
	4



BILLY

DEATHBLOW COMBOS

Adams Apple	▲ , X
Gunholic	▲ , ▲ , X
Hell Blast	■ , X
Nut Crack	▲, ▲, ▲, X
Sky Walker	▲ , ■, X
Devil Blast	■ , ▲, X
Banfrau	X, X
True Dream	▲ , ▲ , ▲ , X
Holy Gate	▲, ▲, ■, X
Dear Friend	▲, ■, ▲, X

AP ATTACKS

Adams Apple	4 AP
Gunholic	5 AP
Hell Blast	5 AP
Nut Crack	6 AP
Sky Walker	6 AP
Devil Blast	6 AP
Banfrau	6 AP



EMERALDA

DEATHBLOW COMBOS

Leg Cutter	▲ , X
Wave Cutter	▲, ▲, X
Leg Spin	■ , X
Hammerhead	▲, ▲, ▲, X
Grand Arm	▲ , ■, X
Divider	■, ▲, X
Divider Flying Arm	■, ▲, X X, X
	X , X
Flying Arm	X , X

Leg Cutter	4 AP
Wave Cutter	5 AP
Leg Spin	5 AP
Hammerhead	6 AP
Grand Arm	6 AP
Divider	6 AP
Flying Arm	6 AP



Has no AP attacks or Deathblow Combos.



CHU-CHU



Has no AP attacks or Deathblow Combos.

Character Abilities

Abilities enable characters to perform magic or spells against enemies. You can even use some of these abilities to heal your allies. Keep in mind, however, that it costs a certain amount of EP (Ether Points) to cast these spells.

FEI

Vame	Cost	Effect
Guided Shot	2 EP	Ball of Chi Attack (single enemy)
Inner Healing	2 EP	Restores HP (single ally)
Iron Valor	4 EP	Attack Up (caster)
Counter Force	4 EP	Counter Attack when enemy attacks (caster)
Yang Power	5 EP	Defense Up/Attack Down (caster)
Yin Power	5 EP	Attack Up/Defense Down (caster)
Radiance	IO EP	Explode with Space Chi (against single enemy)
Big Bang	20 EP	Attack all enemies/Stop Effects

CITAN

Name	Cost	Effect	
Sazanami	2 EP	Restores HP (single ally)	
Renki	2 EP	Next Ether affects all enemies (caster)	
Koga	2 EP	Defense Up/Attack Down (single ally)	

lame	Cost	Effect
Yamiga	2 EP	Attack Up/Defense Down (single ally)
Ryokusho	3 EP	Removes PHY Status (single ally)
Reisho	3 EP	Removes MNT Status (single ally)
Fuuseii	4 EP	Blocks Earth Attack (single ally)
Chiseii	4 EP	Blocks Wind Attack (single ally)
Kaseii	4 EP	Blocks Water Attack (single ally)
Suiseii	4 EP	Blocks Fire Attack (single ally)
Senkei	6 EP	Speed Up next turn (single ally)

ELLY

Name	Cost	Effect
Anemo Bolt	2 EP	Lightning/Wind Attack (single enemy)
Terrace Lance	2 EP	Earth Wave/Earth Attack (single enemy)
Thermo Cube	2 EP	Fire Shroud/Fire Attack (single enemy)
Aqua Ice	2 EP	Flash Freeze/Water Attack (single enemy)
Anemo Burn	6 EP	High Voltage/Wind Attack (enemy area)
Terra Storm	6 EP	Landslide/Earth Attack (enemy area)
Thermo Dragon	6 EP	Incinerate/Fire Attack (enemy area)
Aqua Mist	6 EP	Vast Freeze/Water Attack (enemy area)
Anemo Wave	IO EP	Plasma Flash/Wind Attack (all enemies)
Terra Ghost	10 EP	Bury Alive/Earth attack (all enemies)
Thermo Largo	IO EP	Detonate/Fire Attack (all enemies)
Aqua Lord	IO EP	Avalanche/Water Attack (all enemies)

BART

lame	Cost	Effect
Wild Smile	2 EP	Enemy Accuracy/Evade Down (single enemy)
Heaven Cent	2 EP	Ether Attack by Gold Coin (single enemy)
White Lure	3 EP	Turns Attack towards self (single enemy)
Red Cologne	4 EP	Attack Up (caster)

Name	Cost	Effect	
Wind Mode	4 EP	Add Wind to Attack (single ally)	
Earth Mode	4 EP	Add Earth to Attack (single ally)	
Fire Mode	4 EP	Add Fire to Attack (single ally)	
Water Mode	4 EP	Add Water to Attack (single ally)	
Blue Cologne	6 EP	Accuracy/Evasion Up (caster)	
White Cologne	6 EP	Counter vs. Enemy (caster)	

RICO

Name	Cost	Effect	
Steel Fist	2 EP	Attack Up (caster)	
Steel Body	2 EP	Defense Up (caster)	
Steel Spirit	2 EP	Ether Defense Up (caster)	
Steel Mettle	4 EP	Gatling Spirit shots (single enemy)	

BILLY

Name	Cost	Effect
Purity Light	2 EP	Removes all Effects (single ally)
Healing Light	2 EP	Restores HP (single ally)
Holy Light	4 EP	Restores HP (all party members)
Goddess Call	4 EP	Speed Up next turn (single ally)
Goddess Eyes	4 EP	Defense Up (single ally)
Wind Shield	4 EP	Blocks Earth Attack (single ally)
Earth Shield	4 EP	Blocks Wind Attack (single ally)
Fire Shield	4 EP	Blocks Water Attack (single ally)
Water Shield	4 EP	Blocks Fire Attack (single ally)
Goddess Wake	8 EP	Removes KO Status (single ally)

Name	Cost	Effect
Robo Beam	2 EP	Shoot Head Laser Beam (single enemy)
Robo Missile	4 EP	Shoot Rear Missiles (single enemy)
Robo Punch	5 EP	Megapunch. PHY Attack (enemy area)
Robo Kick	8 EP	Gigakick. PHY Attack (enemy area)
Graviton Gun	30 EP	Sealed Weapon/Gravity Gun (all enemies)

EMERALDA

Name Cost Effect		Effect	
Anemo Dharm	3 EP	Nanobolt. Wind Attack (single enemy)	
Terra Feist	3 EP	Nanocube. Earth Attack (single enemy)	
Thermo Gord	3 EP	Immolate. Fire Attack (single enemy)	
Aqua Aroum	3 EP	Waterfall. Water Attack (single enemy)	
Anemo Omega	6 EP	Air to Plasma. Wind Attack (all enemies)	
Terra Holz	6 EP	Bury Alive. Earth Attack (all enemies)	
Thermo Giest	6 EP	Firestorm. Fire Attack (all enemies)	
Aqua Dhaum	6 EP	Geyser. Water Attack (all enemies)	

CHU-CHU

Name	Cost	Effect	
Forest Dance	2 EP	Restores HP (single ally)	
Culen Prayer	2 EP	Removes PHY Effects (single ally)	
Myrm Prayer	2 EP	Removes MNT Effects (single ally)	
Play Dead	2 EP	Enemy ignores you (caster)	
Maiden Kiss	8 EP	Removes KO Status (single ally)	
Forest Wind	4 EP	Project air. Wind Attack (single enemy)	
Earth Gnome	6 EP	Call Titan. Earth Attack (enemy area)	
Ancient Myth	IO EP	Mystic power. (all enemies)	

Accessories

Name	Effect	
Battle Apron	Attack/Defense +5	
Fuzzy Frock	Defense +50	
Leather Vest	Defense +10	
Muscle Belt	Increases Defense	
Gallant Belt	Max HP 10% up/restore	
Yamato Belt	Max HP 25% up/restore	
PilotUniform	Defense +6	
Martial Wear	Defense +2	
Fencing Wear	- Defense +4	
Metal Vest	Defense +18	
Crimson Vest	Defense +64	
Golden Vest	Defense +90	
Black Leather	Defense +76	
Dervish Dress	Defense +44	
Golden Hood	Defense +45	
Devil Dress	Defense +62	
Battle Dress	Defense +56	
Holy Habit	Defense +42	
Rose Tabard	Defense +85	
Dark Armor	Defense+60, EthDef +10	
Mermaid Ring	Attack +10/EtherDef+10	
Hercules Ring	EXP. Points gained up 50%	
Power Ring	Attack +2	
Power Ring S	Attack +5	
Sleep Ring	Agility + I	
Stamina Ring	Defense +2	
Stamina Ring S	Defense +5	
Evasion Ring	Increase Evade %	
Wind Ring	Defense vs. Wind Elemental	
Earth Ring	Defense vs. Earth Elemental	
Fire Ring	Defense vs. Fire Elemental	
Water Ring	Defense vs. Water Elemental	
Speed Ring	Agility + I	
Speed Ring S	Agility +2	

Name Effect		
Guardian Ring	Increases Defense	
Stamina Ring S	Defense +5	
Ether Guard	Blocks EP-absorb attacks	
Sleep Guard	Blocks Sleep effect	
Brain Guard	Blocks Forget effect	
Poison Guard	Blocks Poison effect	
Body Guard	Blocks Physical effects	
Mind Guard	Blocks Mental effects	
Step Shoes	Evade % +2	
Premier Shoes	Evade % +5	
Speed Shoes	Speed Up next turn	
War Mail	Defense +52	
Red Mail	Defense +14	
Knight Mail	Defense +34	
Ether Stone	Ether +2	
Ether Doubler	Use 2x EP to create 2x effect	
AntiEthStone	Eth Defense +2	
AntiEthRockL	EthDef +5	
EtherStoneLg	Eth +5	
Life Stone	2x amount of HP restored	
Holy Pendant	2X Support effect	
Metal Jacket	Defense +28	
Glasses	Hit % +2	
SuperGoggles	Hit % +5	
Cool Shades	Blocks Confusion effect	
Kıng's Helm	Defense +40	
Metal Helmet	Defense +10	
Martial Cap	Defense +1	
Feathered Cap	Defense +28	
Black Helmet	Defense +35	
War Helm	Defense +20	
Leather Hat	Defense +6	
White Beret	Defense +8	
Silver Beret	Defense +24	
Power Crisis	Three stones; Shevat	
Economether	Halves EP usage in battles	
WizardryRing	DeathBlow learning rate up	
Penguin Coat	Defense +40	

Effect	
Attack/EthDef +10	
Defense +60/Evade +10/EthDef +10	
Doubles Elemental Defense	
Ether +6/EthDef +6	
Creator unknown	
Hand-made by Chu-Chu	
Creator unknown	
Hand-made by Chu-Chu	
Hand-made by Chu-Chu	
Increases chance of receiving rare items	
Citan	
Attack Power	
+30	
+32	
Weapon for Citan	
Bart	
Attack Power	
+2	
+4	
+5 (Poisons Enemy)	
+6	
+7	
+7	
+7 +7 (EthDef down)	
+7 +7 (EthDef down) +8	
+7 +7 (EthDef down) +8 +10	
+7 +7 (EthDef down) +8 +10 +16	
+7 +7 (EthDef down) +8 +10 +16 +12	
+7 +7 (EthDef down) +8 +10 +16 +12 +14	
+7 +7 (EthDef down) +8 +10 +16 +12 +14 +20	
+7 +7 (EthDef down) +8 +10 +16 +12 +14 +20 Elly	
+7 +7 (EthDef down) +8 +10 +16 +12 +14 +20 Elly Attack Power	

Accessories

191

Name	Attack Power		
Lunar Rod	+10 (Puts enemy to sleep)		
Dynamite Rod	+22		
Dark Rod	+24		
Hot Rod	+22		
Chrono Rod	Casts "Slow" on enemies		
Ice Rod	+16 (Water Attack)		
Flare Rod	+18 (Fire Attack)		
Stone Rod	+16 (Earth Attack)		
Thunder Rod	+16 (Wind Attack)		
Queen's Rod	+20 (Enemy DUR down)		
Chaos Rod			

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			וווע
Name	Ammo	Attack Power	
B&J M10 Gun	B&JM10A	+18	
	B&JM10S	+21	
	B&JM10X	+24	
Matchlock	MatAero	+48 (Wind Atk)	
	MatTerra	+48 (Earth Atk)	
	MatPyro	+48 (Fire Atk)	
	MatHydro	+48 (Water Atk)	
Eth Gun	EthEarth	Earth Attack	
	EthFire	Fire Attack	
	EthWind	Wind Attack	
	EthWater	Water Attack	
Shotgun	ShotG50	Initially equipped	
	ShotG60	Attack +6	
	ShotG70	Attack +12	
	ShotG80	Attack +18	
B&J M686 Gun	B&JM686A	+24	
	B&JM686S	+36	
	B&JM686X	+48	
Godfather	Godson	+72	

ltems

The following items are divided into three separate sections: Battle, Non-Battle, and Story. Battle items are those used during fights with enemies. Non-Battle items are used outside of battle to increase a character's abilities or strength. Story items are used for different reasons. They can be used to acquire other items, or to leave an area. Some story items have no real purpose.

Battle Items

Name	Gold	Effect
Aquasol	20	Restores 50 HP
Aquasol S	100	Restores 150 HP
Aquasol DX	300	Restores 500 HP
Aegissol	2000	Blocks MNT status effects
Alphasol	1000	Restores HP to full
Blue Star	500	Water up/Fire down
Brown Star	500	Earth up/Wind down
Comedienne	N/A	Cancels Play Dead
ElementHydro	1200	Makes attack water-elemental
ElementPyro	1200	Makes attack fire-elemental
ElementAero	1200	Makes attack wind-elemental
ElementTerra	1200	Makes attack earth-elemental
Hard Star	800	Defense up during battle
Igissol	2000	Blocks PHY status effects
Mentsol	20	Removes MNT status
Omegasol	50	Restores HP and EP to full
Physimentsol	50	Removes all status effects
Physisol	10	Removes PHY status effects
Red Star	500	Fire Up/Water Down
Rosesol	100	Restores 10 EP
Rosesol S	300	Restores 20 EP
Rosesol DX	800	Restores 30 EP
Samson's Hair	N/A	Weapon power up 50%
Sigmasol	1500	Restores EP to full
Speed Star	1000	Increases Speed

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Name	Gold	Effect	
Tragedienne	N/A	Enables you to play dead	
White Star	500	Wind Up/Earth Down	
Zetasol	100	Revives from KO status	
Zetasol DX	1000	Revives KO/restores full HP	

Non-Battle Items

lame	Gold	Effect
Aveh Water	10	Aveh tap water
Bizfruit	N/A	Restores 10 EP
Desert Strawberry	10	Restores 50 HP
Durian Juice	10	Super-smelly drink
Elfanana	10	Restores 50 HP
EP Drive	N/A	Increases maximum EP +5
ETH Drive	10,000	Increases Ether value +1
ETHDEF Drive	10,000	Increases EthDef +1
Eyeball	400	Should sell for a high price
Fang	200	Should sell for a high price
Geridelbar Fruit	100	Lose some weight
Geridelbar Seed	10	Lose some weight
Hob-Jerky	N/A	Restores 50 HP
Hob-Meat	10	Restores 100 HP
Hob-Steak	20	Restores 150 HP or sell at Battling Arena
HP Drive	N/A	Increases maximum HP +20
Lightning Radish	10	Background item
Mertoruag Fruit	100	Gain 4 Kg
Mertoruag Seed	10	Gain 2 Kg
Minigear	120	1/6 Scale Model, 24 pieces
Nisan Water	10	Nisan church water
Omegasol	50	Restores all HP/EP (one)
Panalphasol	100	Restores party's HP to full
Scale	1000	Should sell for a high price
STR Drive	10,000	Increase Attack value +1
Survival Tent	150	Fully restores party's HP and EP
VIT Drive	10,000	Increase Defense value +1

Story Items

Item	Purpose/Description	
Anoret Seed	Makes you lose some weight	
Anoret Fruit	Makes you gain lots of weight	
Ariberry	Goes good with milk	
Army Cardkey	Solaris base keycard	
Bird's Egg	Yui will cook it	
Book I	"The Adventures of Big Joe"	
Book 2	Not very comical anymore	
Book 3	Helpful Hellfire teachings	
Bulimy Fruit	Makes you gain lots of weight	
Bulimy Seed	Makes you gain some weight	
Cabin Key	Rusty key	
Chu-Chu Idol	Strength and Defense +20% (Chu-Chu only)	
Chu-Chu Doll	Is really Chu-Chu before it joins you	
Dirty Badge	Background item	
Dog Food	Breeder's choice	
Elfanana	Monkey's favorite	
Gold Nugget	Should sell for a high price	
Gold Bullion	Should sell for a high price	
Ivory	Should sell for a high price	
Kislev Map	Map of Nortune's sewers	
M Disk	A Music Disk for a jukebox; use at Kislev, Battling Arena for a sound test	
Master Key	Nortune Gear Dock key	
Merkava Map	Map of Merkava	
Mermaid Tear	It shines like a jewel	
Ordinary Stone	Background item	
Permission Certificate	Use to move freely in Solaris	
Bell Amulet	Exchange for Ethos Doctrine Book	
	at Orphanage	
Radish	Goes good with fish	

Item	Purpose/Description	
Sewer Keys	Nortune sewer keys	
Shevat Map	Map of Shevat's hangar	
Spider	Chu-Chu eats it when it joins you. Receive Ether Veiler	
Spider Web	Tough thread; used for fishing	
Tickets	No cameras allowed in arena	
Toy Gun	BBs and gas sold separately	
UFO Photograph	Shows a typical Adamski type	
Work Permit	Solaris 3rd class ID. Use to move freely in Solaris	
*Dawn Rock	A white-colored stone	
*Dark Rock	A dark-colored stone	
*Dusk Rock	A red-colored stone	
**H&S Badge	Hide and seek king	
**RPS Badge	Rock, Paper, Scissors, king	
**Tag Badge	Tag King	

^{*}Place in stone elevator in Shevat

^{**}Receive Power Ring S and A Charger from Chu-Chu in Shevat

GEAR ESSENTAILS

This section is your one-stop place for all the pertinent information concerning Gears. There's information on Engines, Frames, Armor, Accessories, and Weapons for all the Gears.

ENGINES

(All Gears)

Name	Power	Fuel	Gold
G4-1200	4	1200	800
G6-1200	6	1200	1200
Z9-1500	9	1500	1800
V10-1200	10	2000	2600
V12-2000	12	2000	2600
W13-1700	13	2700	2600
R15-3000	15	3000	3000
C18-2500	18	2500	4000
E20-2700	20	2700	4000
F23-3000	23	3000	6000
M28-2200	28	2200	6000
B30-4200	30	4200	10,000
K35-3500	35	3500	12,000
F40-5400	40	5400	13,000
G45-4600	45	4600	18,000
\$50-6600	50	6600	24,000
N55-5800	⁻ 55	5800	24,000
Y60-7000	60	7000	32,000
×70-8000	70	8000	50,000
V80-2000	80	2000	65,000
Z90-1500	90	1500	65,000
OMEGA 100	100	1000	65,000

FRAMES

WELTALL/WELTALL-2 (Fei)

Name	Gold	Hit Points
WELT-01800	1800	150
WELT-02100	2100	400
WELT-02500	2500	800
WELT-03000	3000	1400
WELT-03600	2200	3600
WELT-04300	3200	4300
WELT-05100	4400	5100
WELT-06100	4700	6100
WELT-07300	6100	7300
WELT-08700	8000	8700
WELT-10400	8900	10,400
WELT-12400	11,300	12,400
WELT-14800	11,900	14,800
WELT-17700	12,400	17,700
WELT-21200	15,100	21,200
XENOGEARS	. 16,200	30,400

VIERGE (Elly)

Name	Gold	Hit Points
VIER-01500	100	1500
VIER-04000	2900	4000
VIER-04800	- 3900 -	4800
VIER-05800	4100	5800
VIER-07000	5200	7000
VIER-08400	7200	6400
VIER-09600	8100	9800
VIER-12000	10,600	12,000
VIER-14300	13,600	14,300
VIER-30400	15,600	17,000

HEIMDAL/FENRIR (Citan)

Name	Gold	Hit Points
HEIM-02500	800	2500
HEIM-03200	3200	1800
HEIM-05400	4600	5400
HEIM-06400	4900	6400
HEIM-07800	6700	7800
HEIM-09200	7700	9200
HEIM-11000	9700	1100
HEIM-13000	11,200	13,000
HEIM-15800	12,400	15,800
HEIM-19000	13,300	19,000
HEIM-23000	15,000	23,000
HEIM-27000	15,500	27,000

BRIGANDIER/ANDVARI (Bart)

Name	Gold	Hit Points
BRIG-01900	1900	250
BRIG-02200	2200	500
BRIG-02700	2700	900
BRIG-05400	4600	5400
BRIG-06400	4800	6400
BRIG-07700	6300	7700
BRIG-09100	7100	9100
BRIG-11000	9900	11,000
BRIG-13000	11,200	13,000
BRIG-15800	12,400	15,800
BRIG-18500	13,200	18,500
BRIG-22200	15,000	22,200
BRIG-26000	16,200	26,000



Name	Gold	Hit Points
STIE-05800	4300	5800
STIE-06900	5600	6900
STIE-08200	7200	8200
STIE-09800	8300	9800
STIE-11700	10,000	11,700
STIE-13800	12,000	13,800
STIE-16500	13,000	16,500
STIE-20000	13,200	20,000
STIE-25900	16,200	25,000
STIE-30000	17,400	30,000
STIE-36000	30,000	36,000

CRESCENS (Emeralda)

Name	Gold	Hit Points
CRES-14000	11,400	14,000
CRES-17200	12,500	17,200
CRES-20800	14,500	20,800

SEIBZEHN (Maria)

Name	Gold	Hit Points
#17-18000	13,000	18,000
#17-22000	15,000	22,000
#17-30000	16,200	30,000
#17-38000	40,000	38,000

RENMAZUO (Billy)

Name	Gold	Hit Points
RENM-06000	4400	6000
RENM-07200	6000	7200
RENM-08800	7600	8600
RENM-10200	8600	10,200
RENM-12000	10,700	12,000
RENM-14200	12,800	14,200
RENM-17000	13,600	17,000
RENM-20800	14,900	20,800
RENM-24800	16,200	24,800

ARMOR (All Gears)

Name	Ar	Eth Ar	Gold
MS Steel Plate #3	30	0	50
MS Steel Plate #6	60	0	500
MS Steel Plate #7.5	75	0	1000
MS Steel Plate #9	90	0	1500
MS Steel Plate #12	120	0	2500
MS Steel Plate #15	150	0	3500
Z Alloy20/5	200	50	5000
MS Steel Plate #25	250	0	6500
MS Steel Plate #30	300	0	8000
Z Alloy30/10	300	100	10,000
MS Steel Plate #40	400	0	10,000
Z Alloy40/15	400	150	12,500
RX Metal #50	500	0	12,500
Z Alloy50/20	500	200	15,000
RX Metal #60	600	0	15,000
Z Alloy60/25	600	250	20,000
RX Metal #70	700	0	20,000
RX Metal #80	800	0	25,000

Name	Ar	Eth Ar	Gold
Z Alloy80/30	800	300	29,000
RX Metal #90	900	0	31,000
Z Gold I 00	1000	0	32,500

Accessories

Name	What It Does		
A Charger	"Charge" restores 50 Fuel		
S Charger	"Charge" restores 100 Fuel		
X Charger	"Charge" restores 200 Fuel		
Z Charger	"Charge" restores 500 Fuel		
Ar Repairer	Prevents loss of Armor Defense (- Agility)		
A/C	Increases Agility in desert		
A Circuit	Increases Agility in barrens		
B Circuit	Increases Agility in snow		
C Circuit+I	Increases Agility in desert		
D Circuit	Increases Agility in water		
E Circuit	Increases Eth Mach and EthDef		
	(+10 EthDef/+4 EthAmp)		
02 Cylinder	Increases Agility in water (-1 Agility)		
Def Circuit	Increases Defense		
Old Circuit	Increases Response and Defense (+10 Response)		
Resp Circuit	Increases Response +20		
Simp Circuit	Increases Response and Defense		
Mirror Ar	Beam damage down 50%		
Beam Coat	Beam damage down 50%		
Beam Jammer	Beam damage down 75%		
DeathBlowerI	Enables Level D.Blows		
DeathBlower2	Enables Level 2 D.Blows		
DeathBlower3	Enables Level 3 D.Blows		
Engine Guard	Protects Gear's engine		
Magic Guard	Protects Eth Mach		
Tank Guard	Stop Fuel leaks and drainage		
Motion Guard	Prevents "Slow" Status		
Ether Ar	Armor EtherDef +50		

Name	What It Does
Ether Ar+1	Armor EtherDef +100
Ether Ar+2	Armor EtherDef +150
Ether Ar+3	Armor EtherDef +200
Extra Ar	Armor Defense +2
Extra Ar+1	Armor Defense +5
Extra Ar+2	Armor Defense +8
Extra Ar+3	Armor Defense +10
Extra Ar+4	Armor Defense +20
Extra Ar+5	Armor Defense +30
Extra Ar+6	Armor Defense +50
Extra Ar+7	Armor Defense +80
Extra Ar DX	- Armor Defense +100
Frame HPI0	Restores 10% of Frame HP
Frame HP30	Restores 30% of Frame HP
Frame HP50	Restores 50% of Frame HP
Frame HP70	Restores 70% of Frame HP
Frame HP90	Restores 90% of Frame HP
FX Cleaner	"Charge" removes Status FX
Ground	Electric damage down 50%
Mica	Electric damage down 30%
Insulated Ar	Electric damage down 30% (+10 Defense)
Insulated Ar+I	Electric damage down 30% (+50 Defense)
GNRS20	Engine output up 20%
GNRS50	Engine output up 50%
Gold Plate	Gel damage down 100% (-1 Agility)
Silver Ar	Gel damage down 50% (+10 Defense)
Silver Ar+I	Gel damage down 50% (+50 Defense)
Lite Alloy	Armor Defense +30
Heavy Alloy	Armor Defense +30
Lite Ar+1	Armor Defense +15 (+5 Response)
Lite Ar+2	Armor Defense +40 (+5 Response)
Lite Ar+3	Armor Defense +60 (+5 Response)
Cast Ar	Armor Defense +2
Lens Cover	Prevents camera damage
Magnetic Coat	Increases Response +25
Noise Filter	Sonic damage down 100%
Pilot Shield	Prevent pilot Confusion
Power Magic	Increases Eth Mach Strength

Name	What It Does	
Seal Ar	Seal damage down 50%	
Seal Ar+1	Seal damage down 75%	
Seal Barrier	Seal damage down 100%	
Veil Doubler	Doubles Elemental Defense	
Wind Veil Ar	Defense vs. Earth Ether	
Fire Veil Ar	Defense vs. Water Ether (-1 Agility)	
Water Veil Ar	Defense vs. Fire Ether (-1 Agility)	
Earth Veil Ar	Defense vs. Wind Ether (-1 Agility)	
Angel Ar	Angel damage down 30%/+ 50 Defense	
Angel Ar+I	Angel damage down 50%/+100 Defense	
Angel Ar S	Angel damage down 50%/EthDef +50	
Anti Angel Sys	Angel damage down 100%	

Weapons

Bart

Name	Attack Power	
LeatherGWhip		
Iron GWhip	+16	
SnapperGWhip	+18	
SerpentGWhip	+35	
BSnake GWhip	+50	
SBlood GWhip	+56	
Sonic GWhip	+64	
Thor GWhip	Power loss	

Elly

Name	Attack Power
Magic RodG	+2
Hot RodG	+24
Ice RodG	+60
Stone RodG	+60
Flare RodG	+65

Name	Attack Power
Chrono RodG	+75
Chaos RodG	+80

Billy

Name		Attack Power
G-M10 Gun (Rank A)		
G-MI0A	Ammo	+18
G-MI0S	Ammo	+30
G-MI0X	Ammo	+42
G-M686 Gun (Rank AA)		
G-M686A	Ammo	+24
G-M686S	Ammo	+36
G-M686X	Ammo	+48
G-Matchlock (Rank AA)		
G-MAero	Ammo	+60
G-MTerra	Ammo	+60
G-MPyro	Ammo	+60
G-MHydro	Ammo	+60
G-Godfather (Rank AAA)		
G-Godson	Ammo	+72
Shotgun		
G-GG040	Ammo	Initially equiped
G-GG060	Ammo	+12
G-GG080	Ammo	+24
G-GG100	Ammo	+36

Citan

Name	Attack Power	
Sengoku Sword	+90	
Yamame Sword	+110	
Kishin Sword	+120	
Kijin Sword		

Gear Options

Note that all Gears have the ability to equip **Frame HPs. Frame HP** enables the Gear to restore various percentages of its Hit Points.

Weltall/Weltall-2 (Fei)

Name	Fuel	Effect
System Id	1000	Attack Level Infinity first 3 turns
Thor Wave	600	X Chi Blast/Eth Attack
Flaming Hell	1000	Radiate Heat/Eth Attack (Fire; against all)

Vierge (Elly)

Name	Fuel	Effect
Aerods	400	Guided module (against all)

Brigandier/Andvari (Bart)

Name	Fuel	Effect
Ygg D.charge	600	Ygg fire support (area)

Seibzehn (Maria)

Name	Fuel	Effect	
Missile Pod	400	Eth Atk/none (area)	
Grav. Cannon	1000	Eth Atk/none (against all)	

Renmazuo (Billy)

Name	Fuel	Effect	
JessieCannon	500	MX Launcher (area)	

Enemy Scouting Reports



LEGEND

(HP, Exp, and Gold gains are per enemy)

HP

Hit Points

Exp

Experience Points

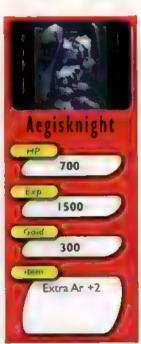
Gold

Gold received for defeating enemy

Item

Item received for defeating enemy











































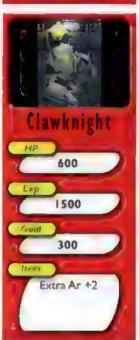














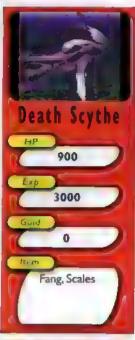






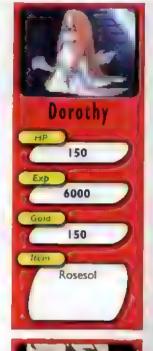
































































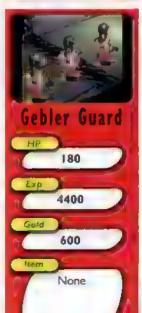


































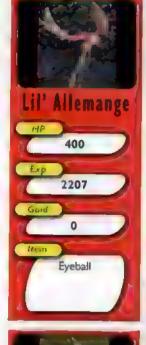
























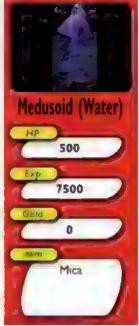
































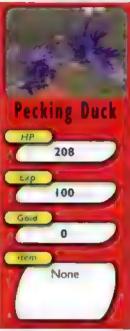




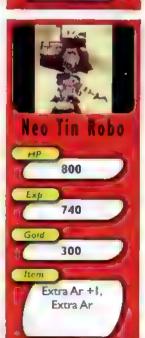
































































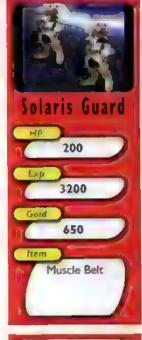
























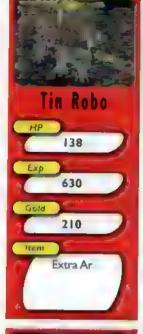




















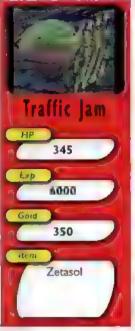












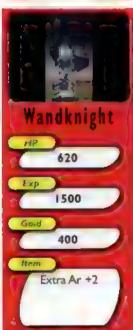




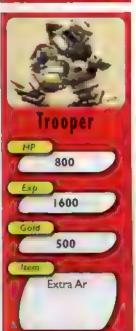




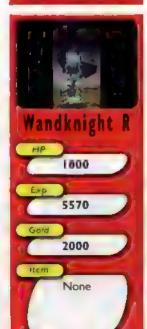
























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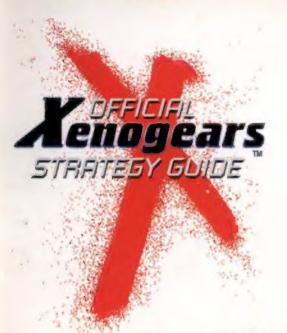




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